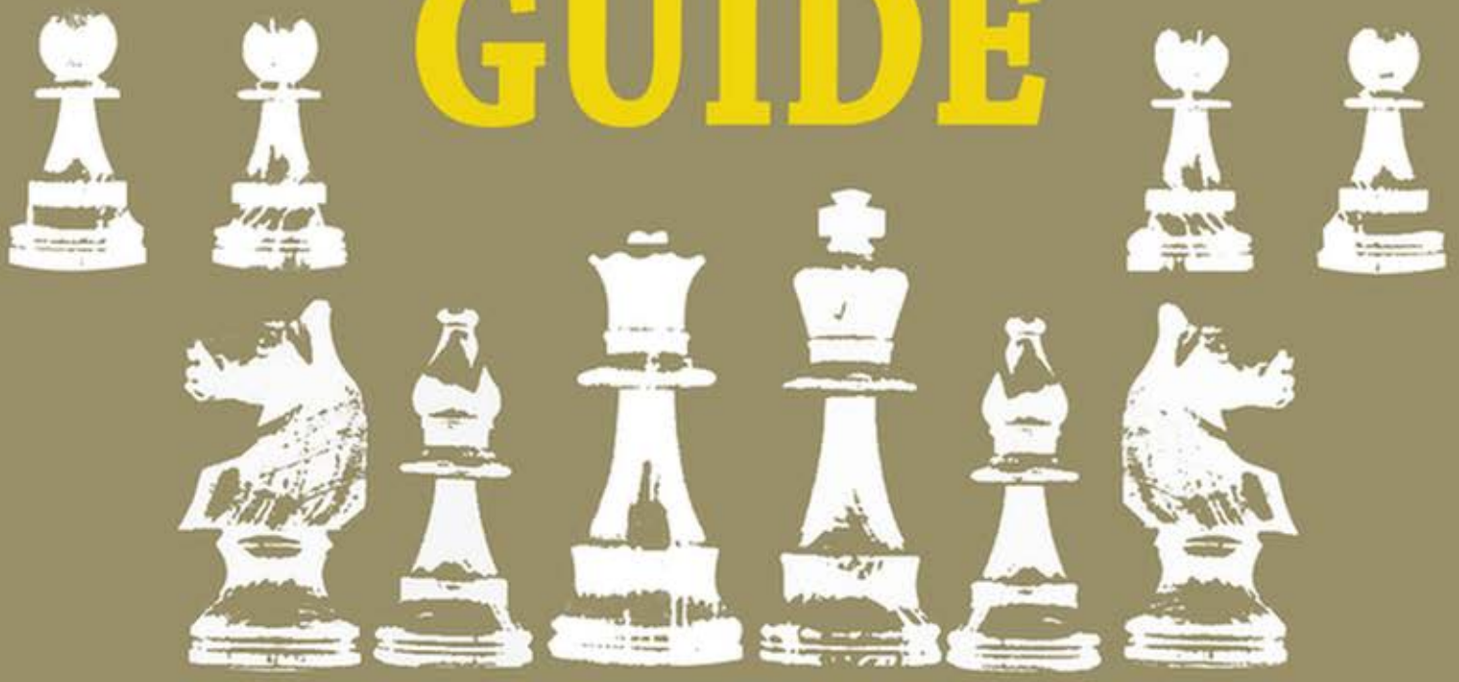
BENT LARSEN'S GOOD MOVE GUIDE



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Foreword

You don't have to read this book straight through from front to back. If you prefer, you can dip into it at random. In particular – you do not have to read the four sections in the same order in which they are printed. But you will probably find the first one the easiest. **'Find the combination**' is a simple set of 100 'spot-the-combination' positions. In each one you know who is to move, and that there is a combination waiting to be found, though you are not told what you might be able to win.

'Find the plan' is much more challenging. Here are forty-eight middlegame positions, and you, given a colour, have to decide how to tackle each one. These are worth spending a good deal of time on. If you skate over each position in five minutes you will learn a little, but if you really work on them, making notes as you think – even perhaps using a set for analysis – then you will find all your comments and questions answered in the solutions, and you will learn a great deal about strategy and positional judgement.

'Find the master moves' is a collection of forty games. After the first few moves you are allotted a colour and asked to choose the moves from then on, as in *How good is your chess*?

The last section, '**Practical endgames**', tackles endgame strategy in the same way that *'Find the plan*' approaches the middlegame, and forms an unusually concise endgame revision course.

This work appeared originally in Danish, published by Samlerens Forlag as four separate books with the series title *Skak Skole* (*Chess School*). The order and presentation of the material are essentially unchanged in this translation.

*** [Editor's note] Just for the remainder**: take notice *this is an exclusive edition of the book* – for all the people who has contributed to the chess community. This means – you have the privilege to be among the best ones!

CHAPTER 1: Find the combination

You can learn to combine

All chess-players think that they know what a combination is, but the experts have never succeeded in agreeing on a definition. Must there be a sacrifice? Must the combination force the opponent to do something? Must it make use of a fortuitous, transient position of the opponent's men? We have to do without a very clear definition, but we must find out how to combine. To some extent this is something that can be learnt.

Combinations can be difficult in two different ways; either they are difficult to calculate or they are hard to discover. In both cases, practice makes a master. In this collection of exercises there are no very long calculations, but not all of the combinations are easy to spot. A few of them were missed even by well-known masters. That can be a question of time shortage and nerves, of course, and the players lacked one big aid which the readers have: the knowledge that there really is a combination in the position. With this knowledge a master player could probably find the combination in 95 of these 100 positions with less than half a minute's thinking time. But the collection was not intended for master players; so take your time finding the solutions!

Kindred combinations are not placed together, and I have not written under the diagrams whether best play leads to mate or merely to win a pawn. Just as in real play, the problem is simply to find the best move.

However, knowing that there is a combination there, you must of course get used to looking for interesting details in the position, details that might make a combination possible. Has the opponent left two of his best men on the same diagonal or at the distance of a knight-fork? Does he lack an escape square for his king, so that mate on the back rank could happen? Are some of his pieces unprotected? Have we a strong attacking force near his king? And so on. Even if you see a lot of these details there is no guarantee that you will get the right idea. But as I said, practise, practise.

Notice the themes emphasized in the solutions. These descriptions help you to think better than “if I do this and he does that, then what?”

I have placed the easiest examples first. The last ones are the more difficult, but have been selected because I find them beautiful.

You must get used to looking for combinations in all positions you get in real play. You should get lots of combinational ideas. When examined closely, most of them will turn out to be bad ideas, but a few of them will be bull’s-eyes! **Now let’s go to the excercises**!

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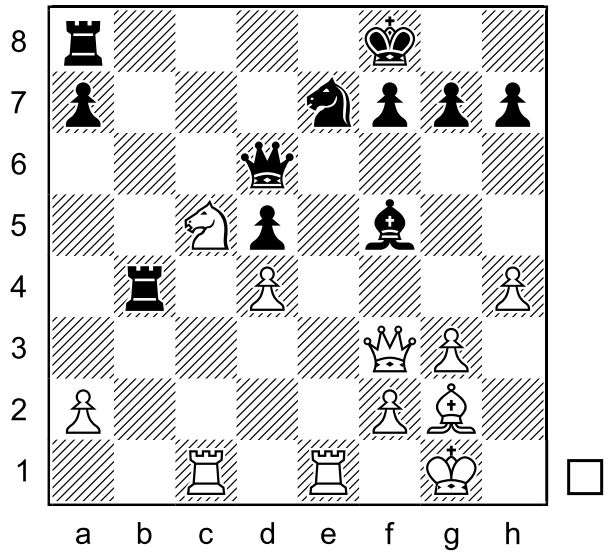

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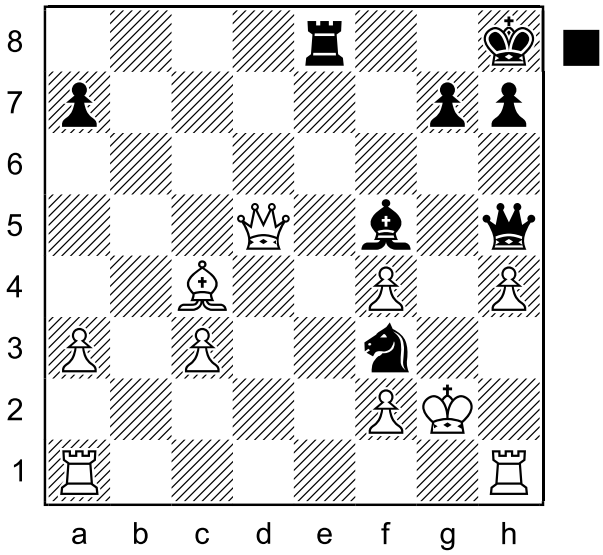

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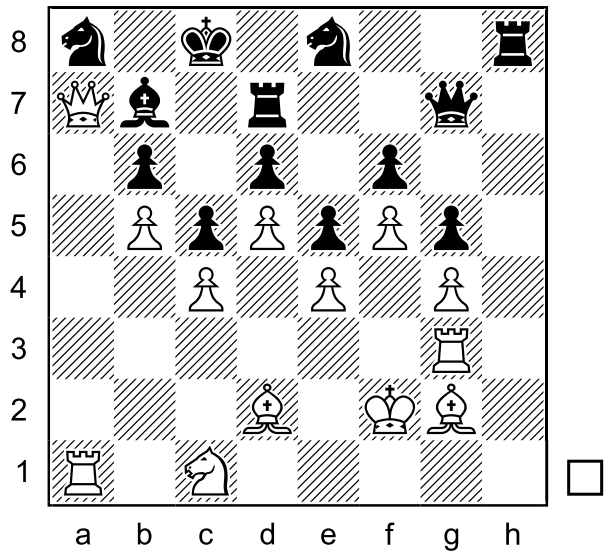

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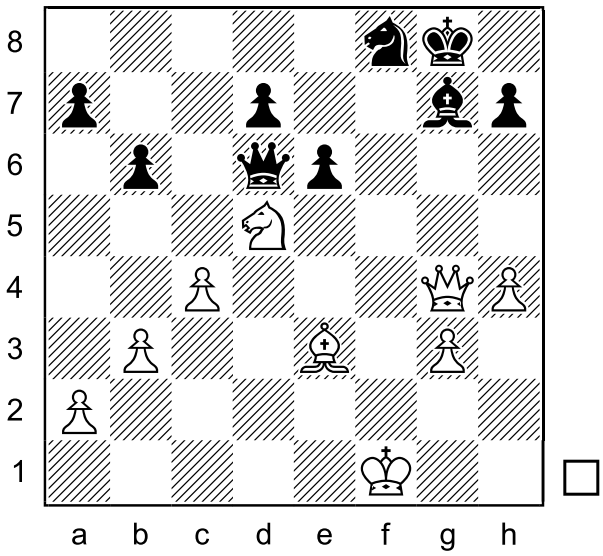

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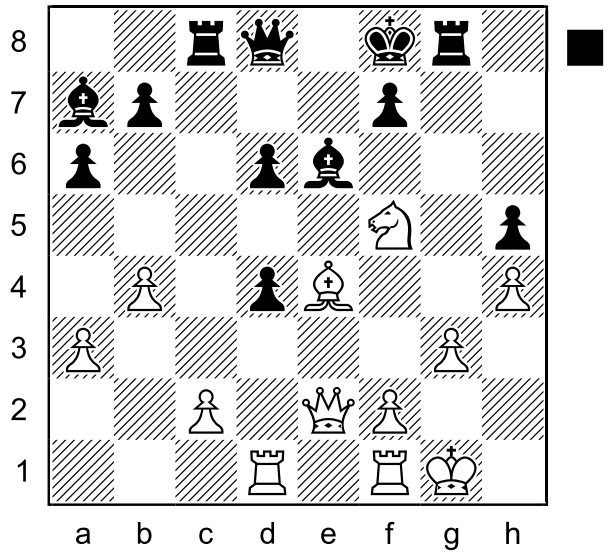

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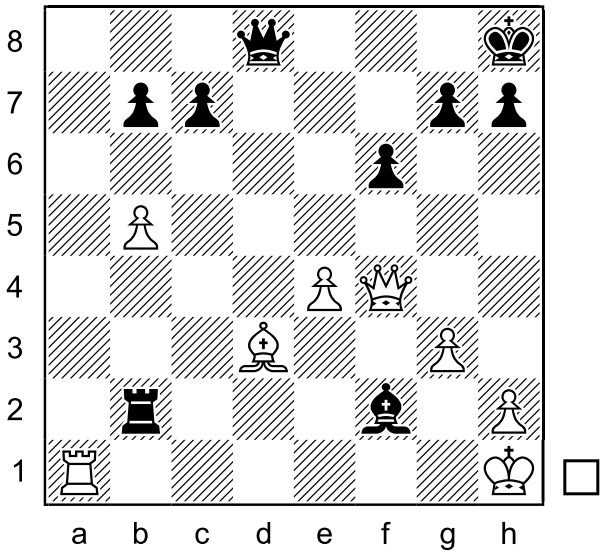

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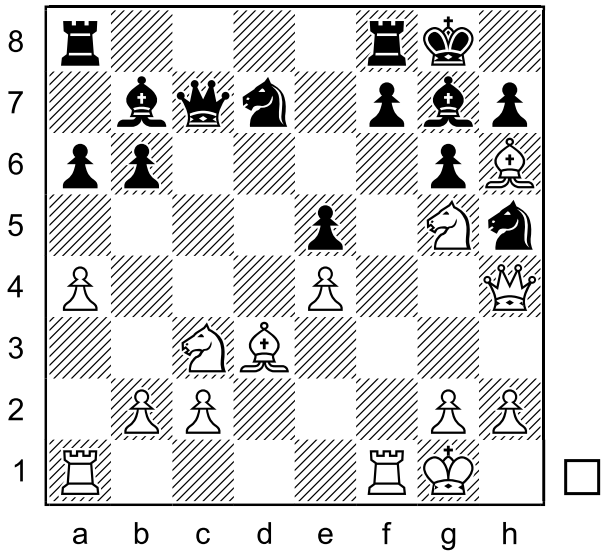

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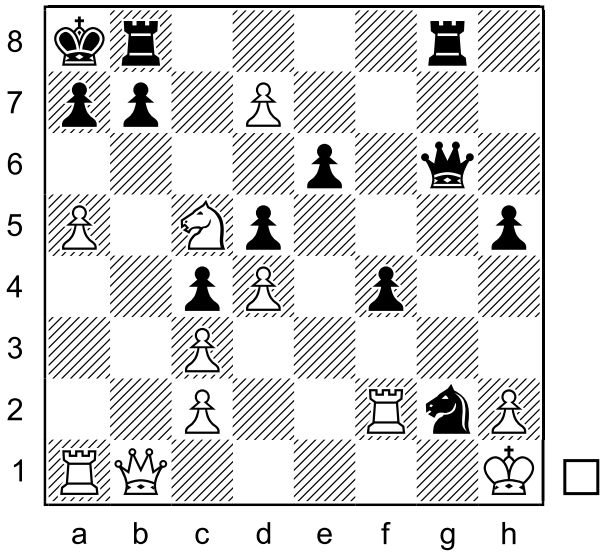

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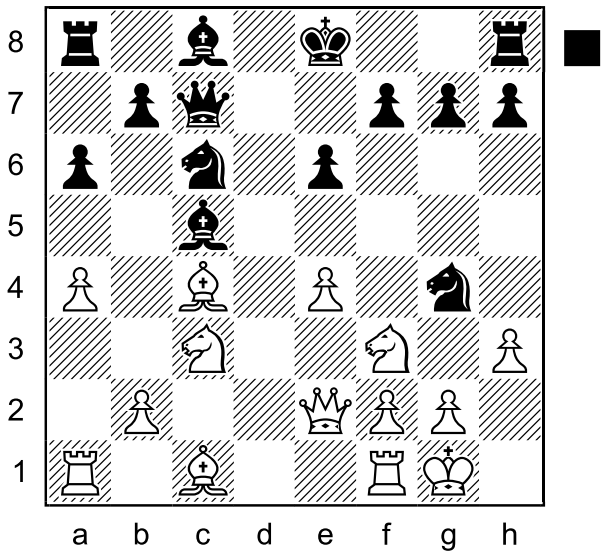

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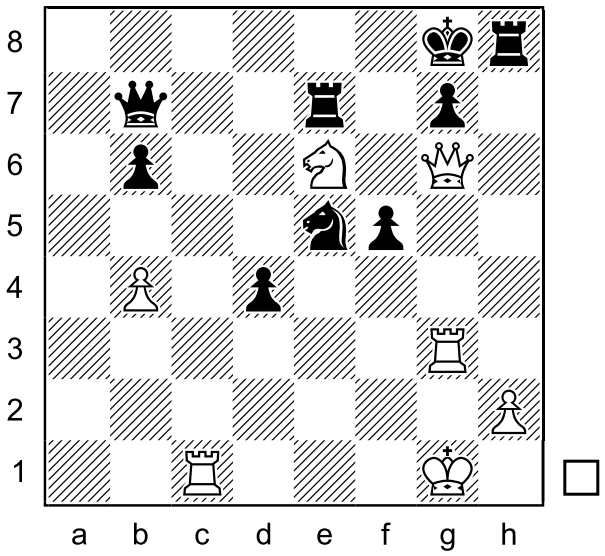

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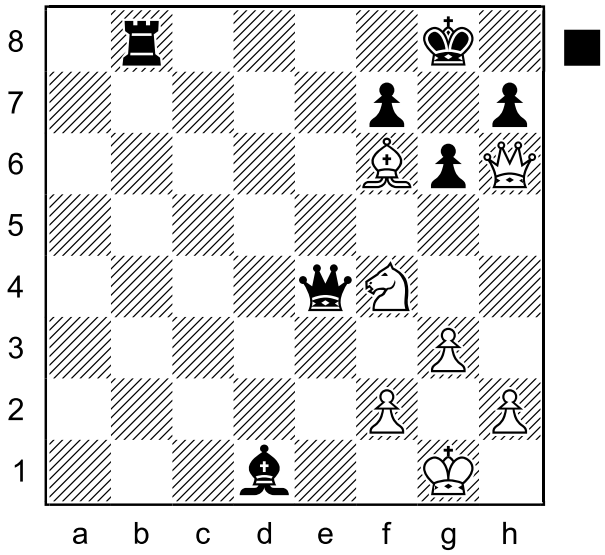

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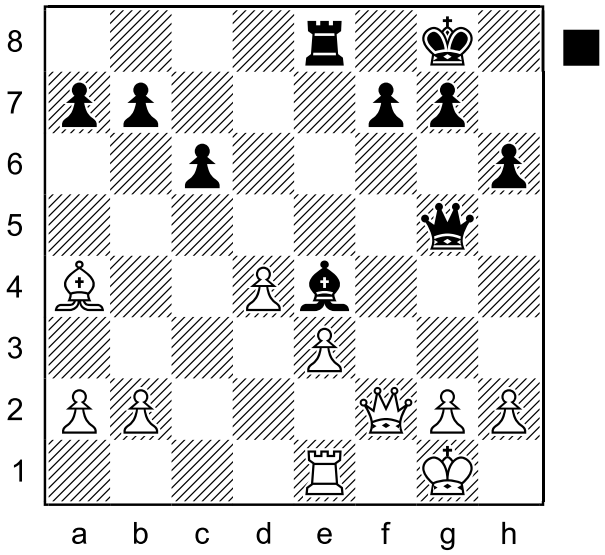

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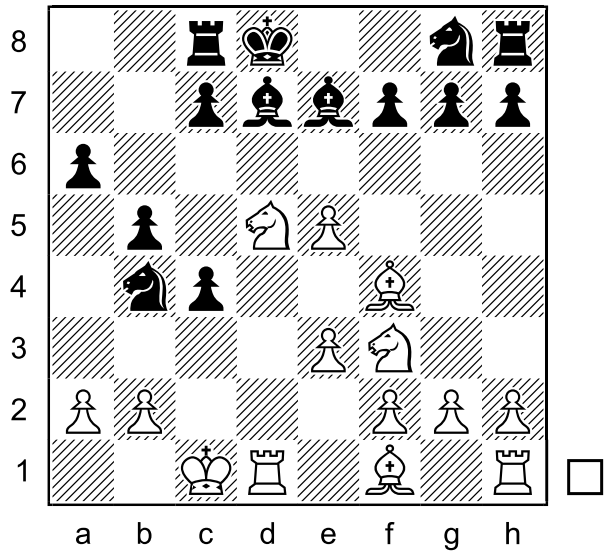

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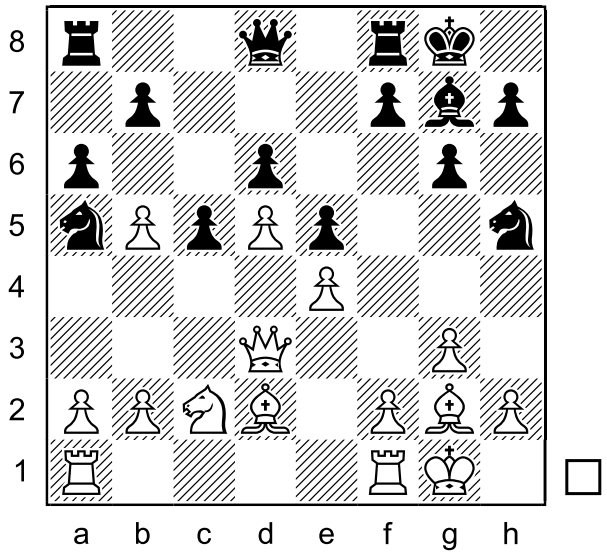

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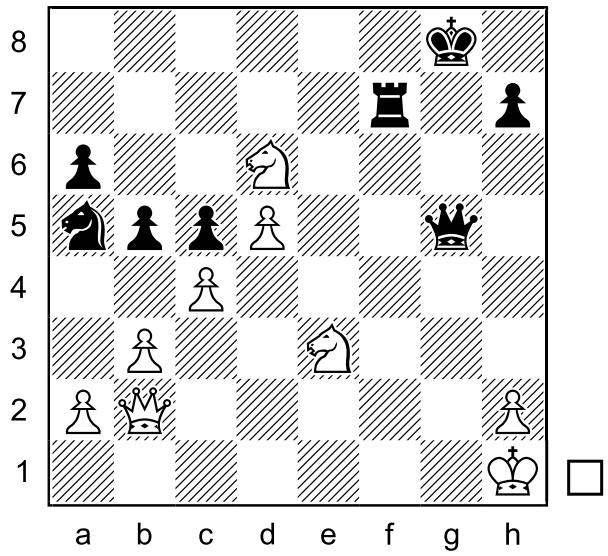

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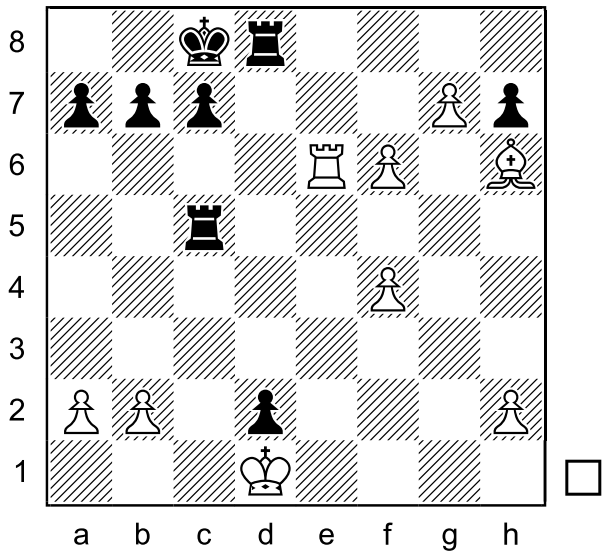

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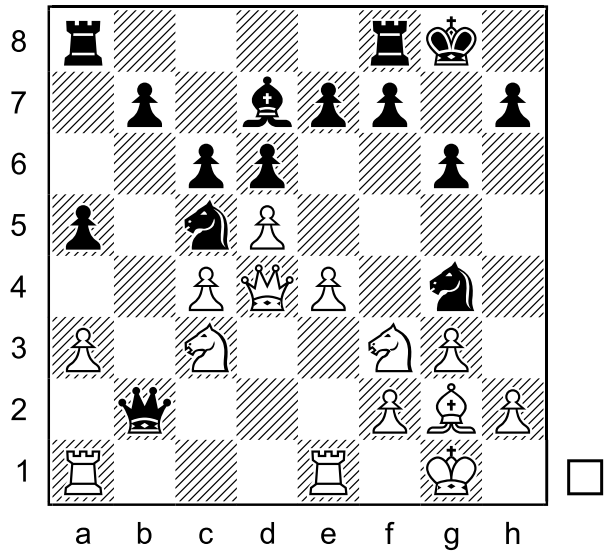

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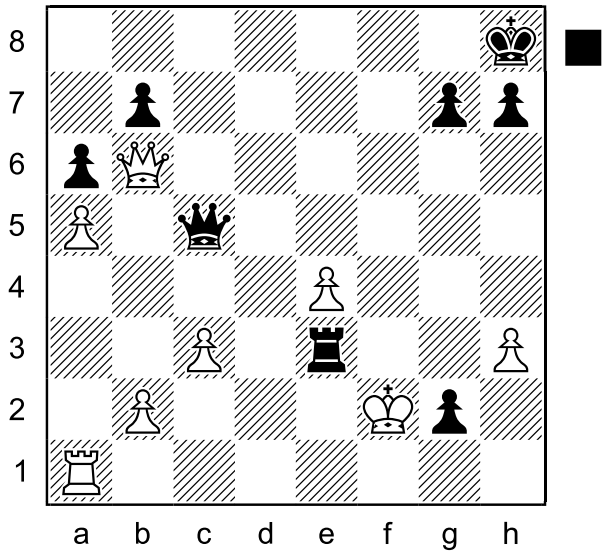

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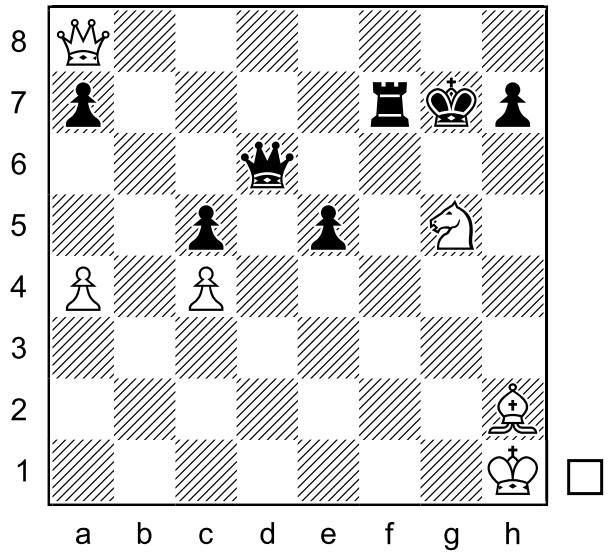

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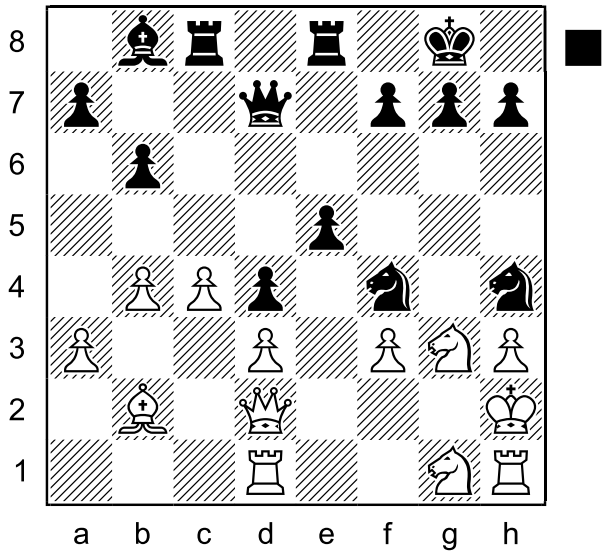

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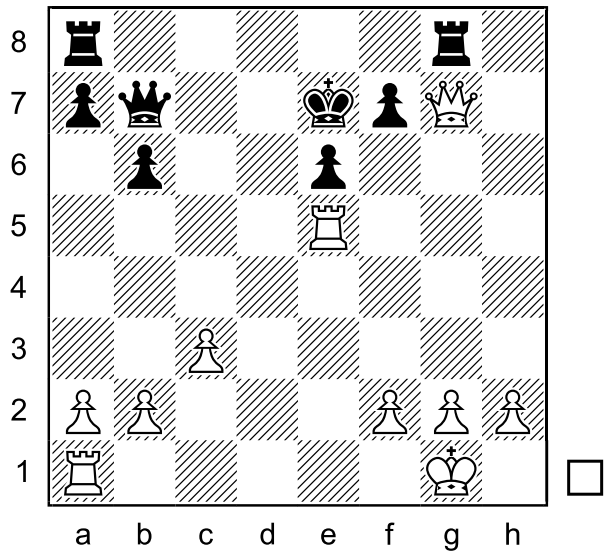

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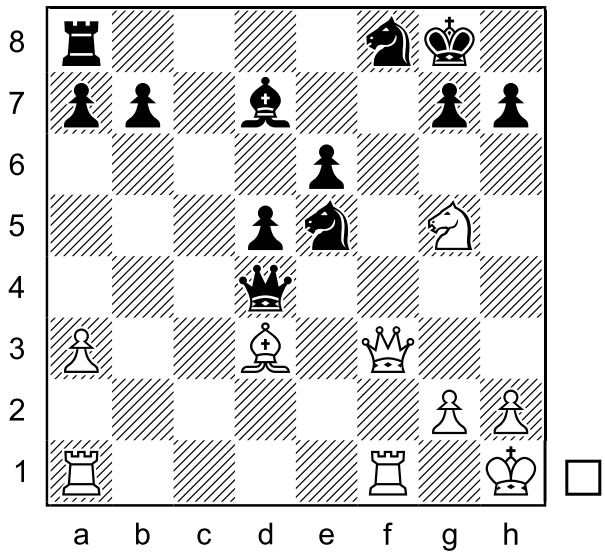

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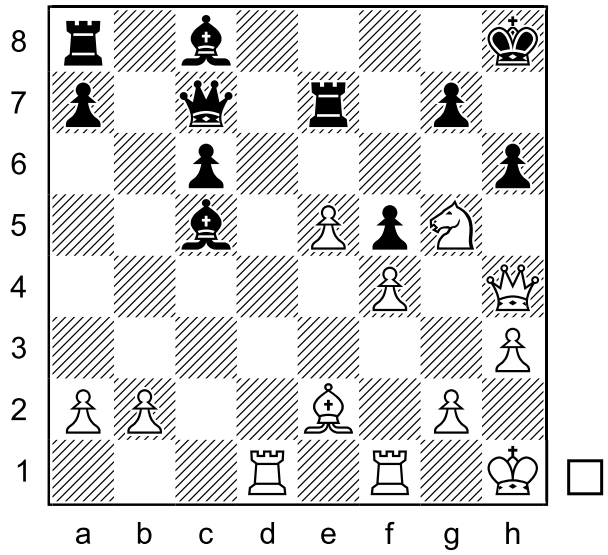

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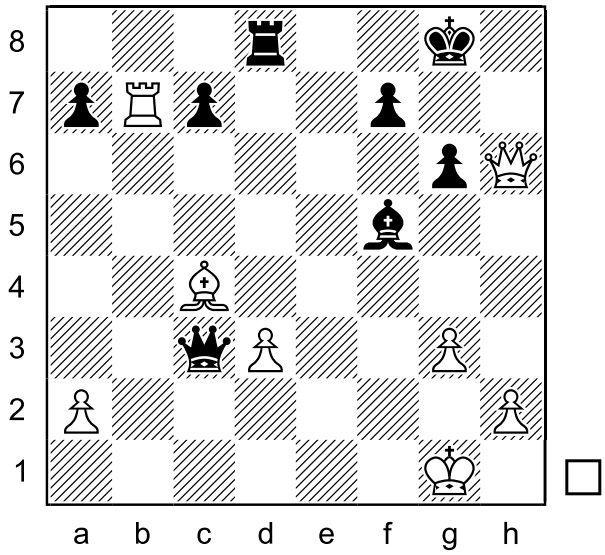

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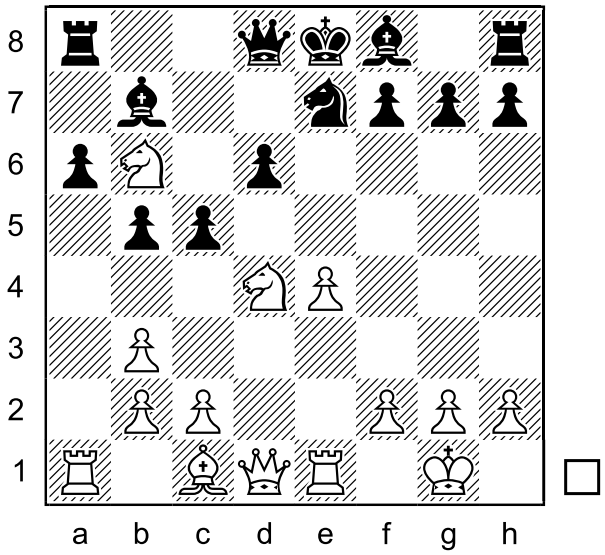

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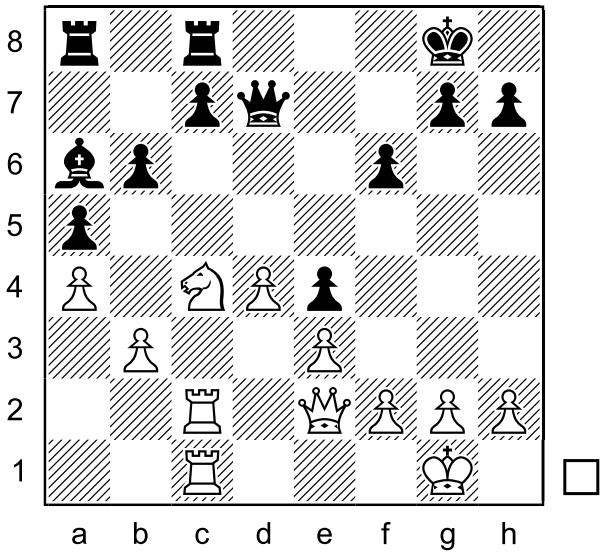

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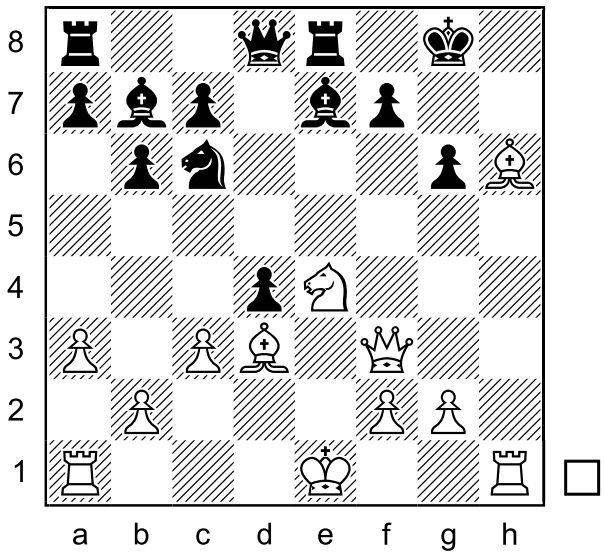

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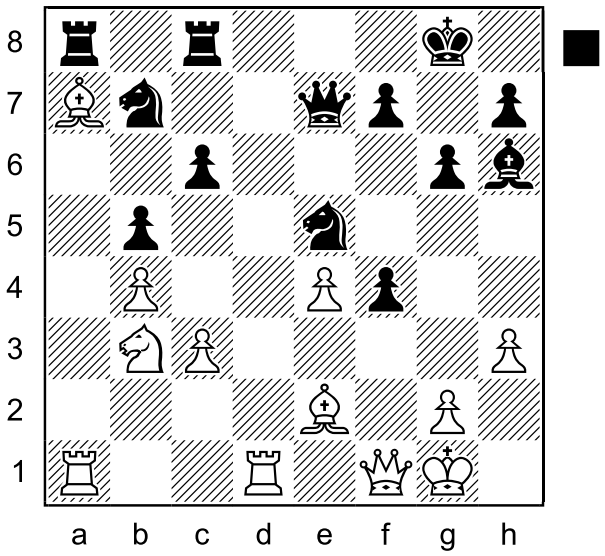

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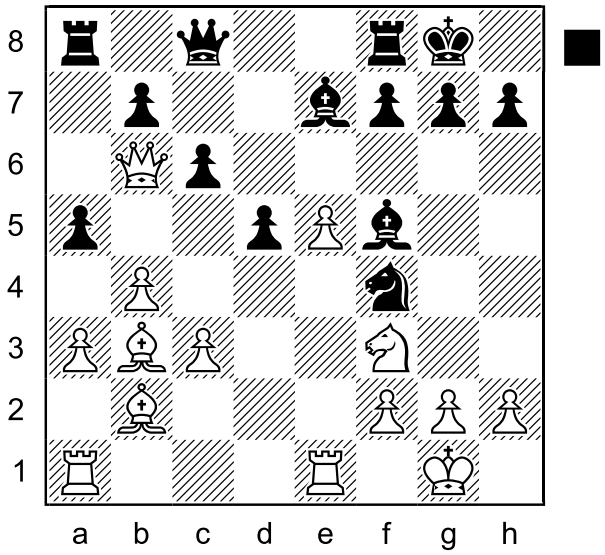

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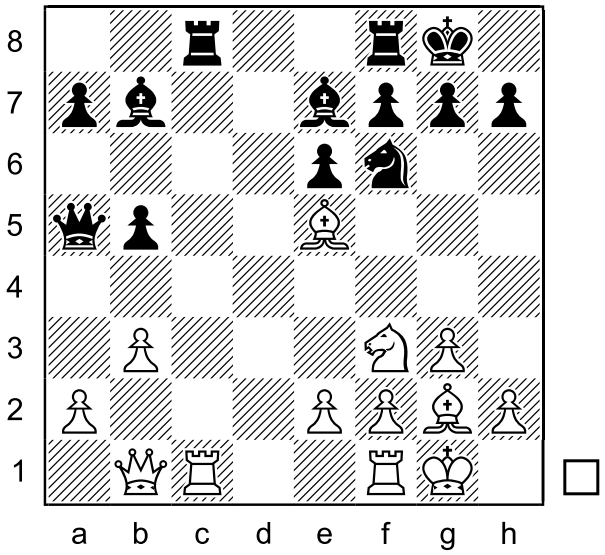

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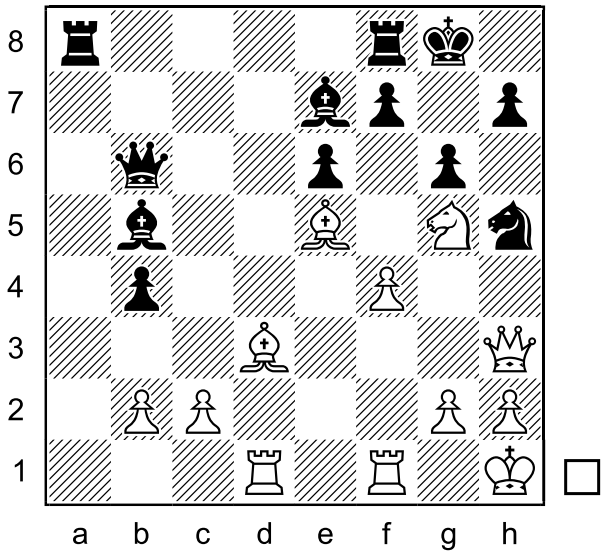

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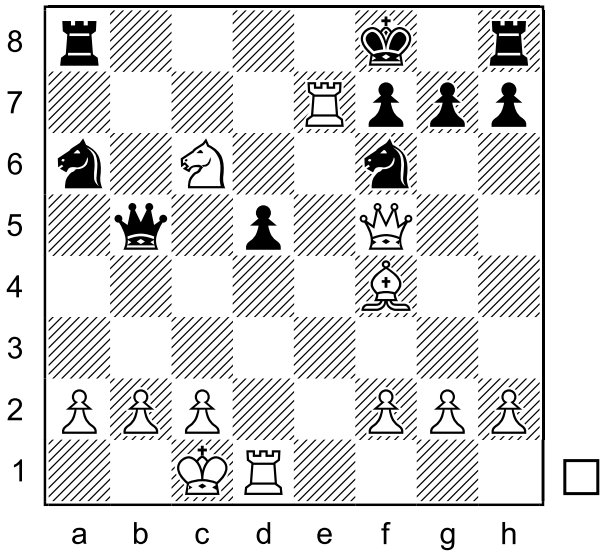

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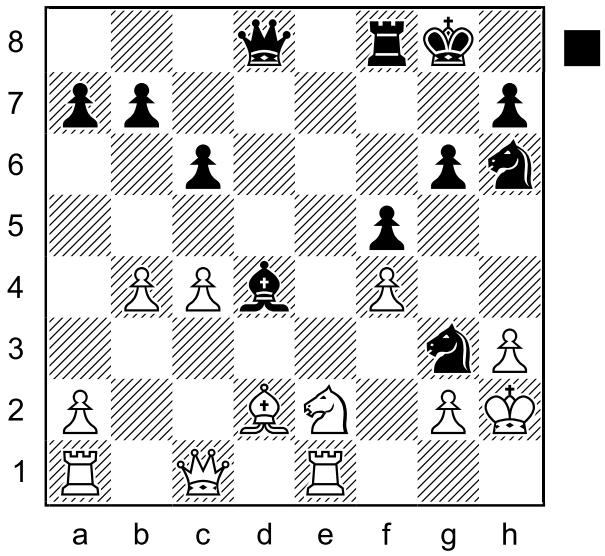

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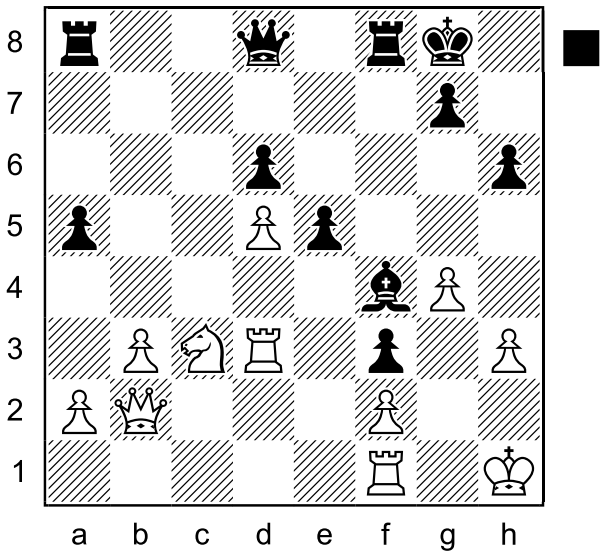

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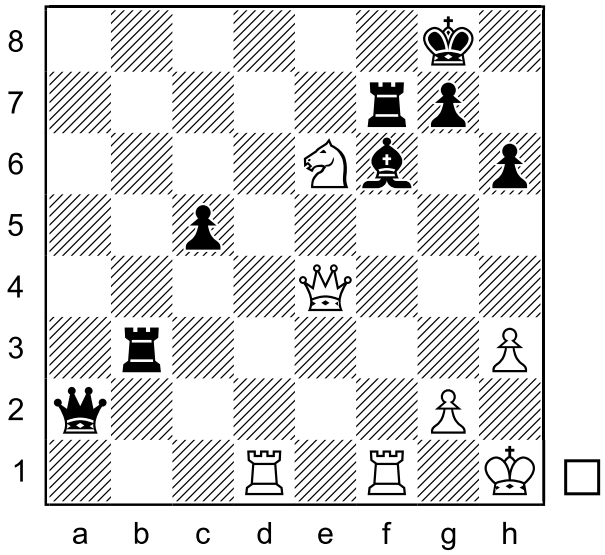

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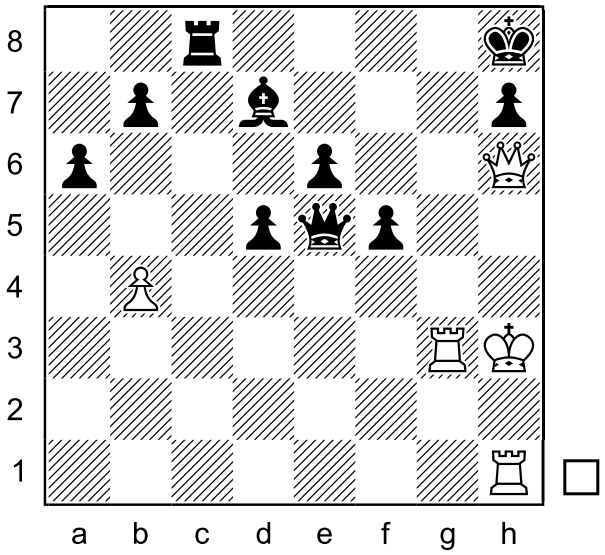

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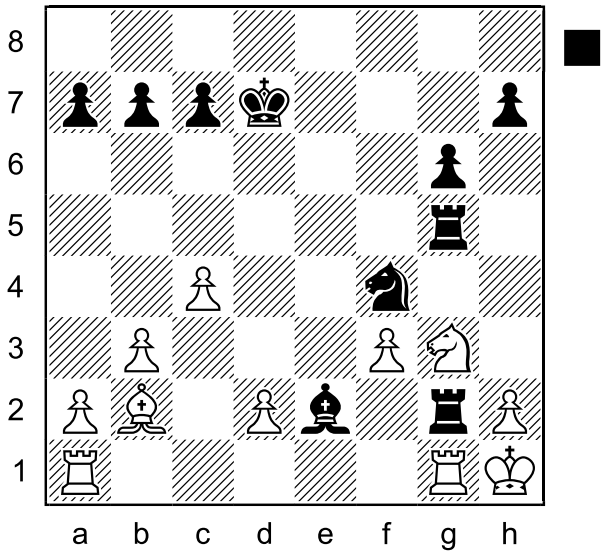

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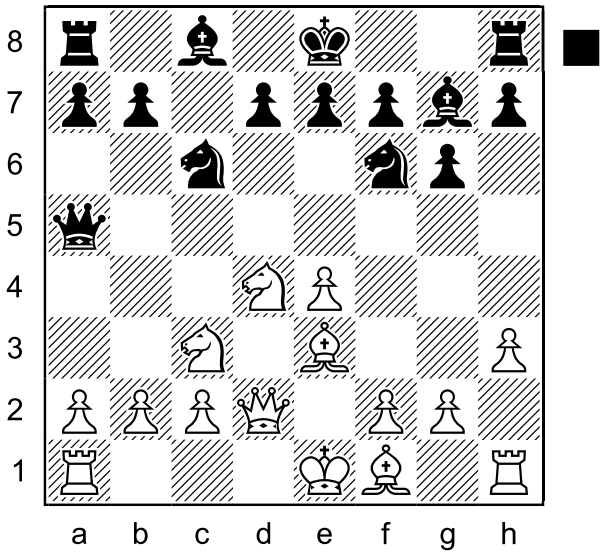

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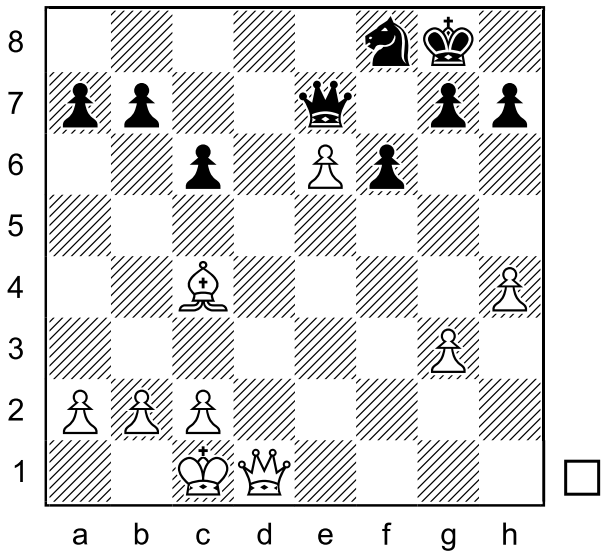

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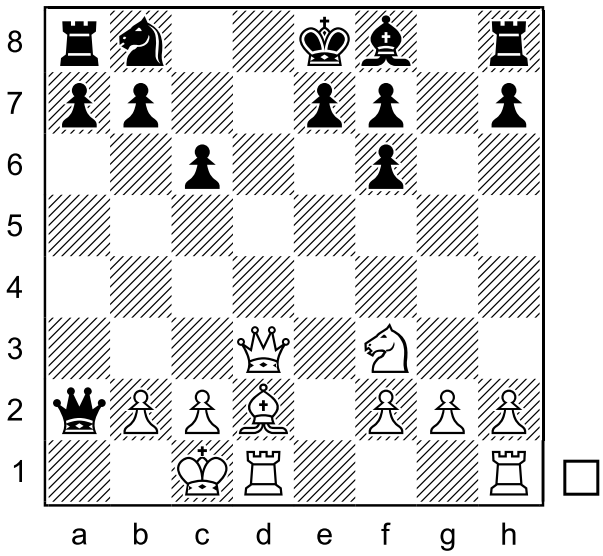

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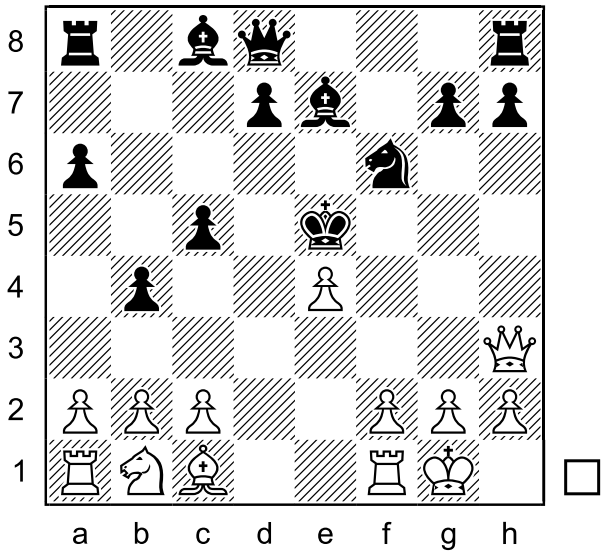

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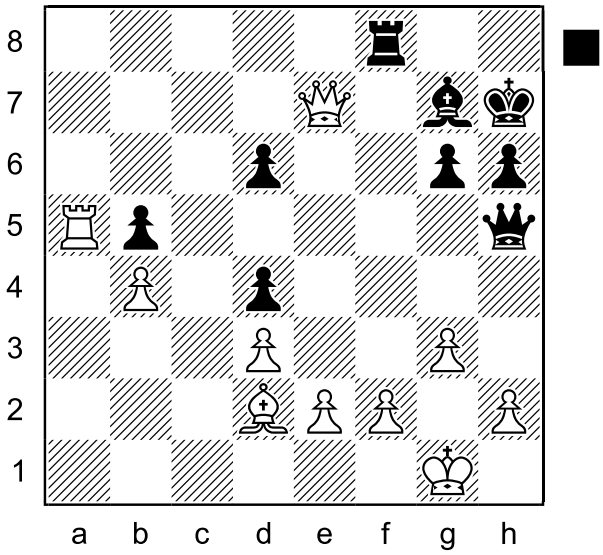

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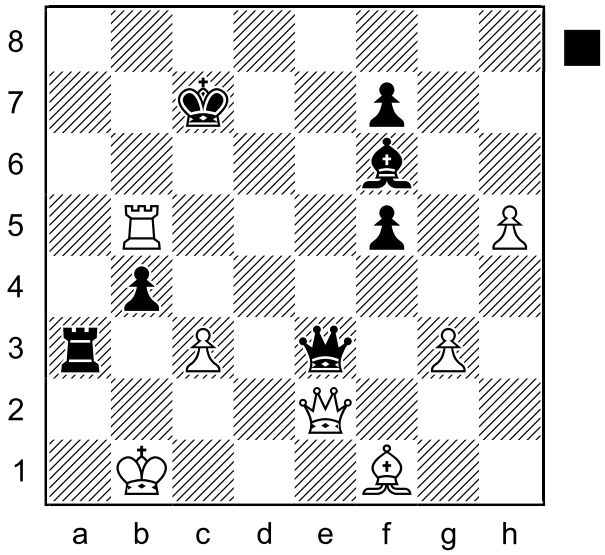

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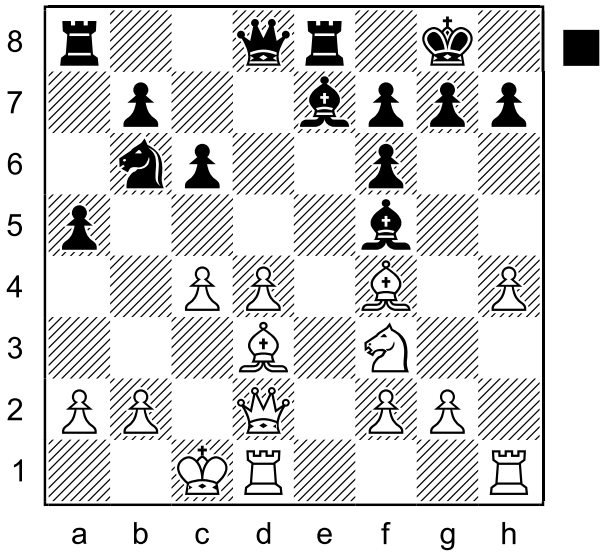

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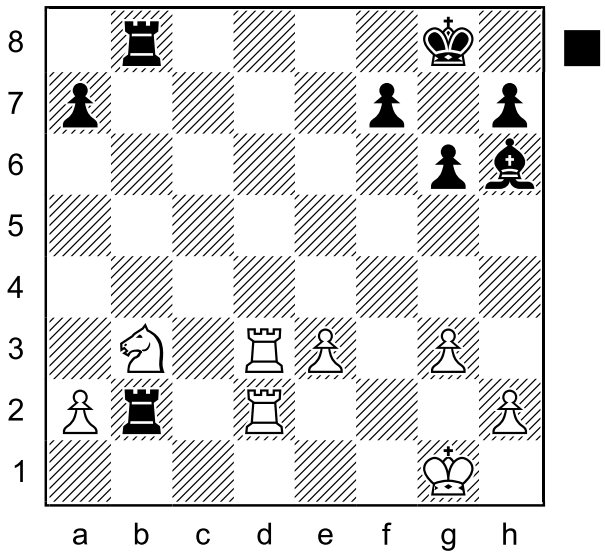

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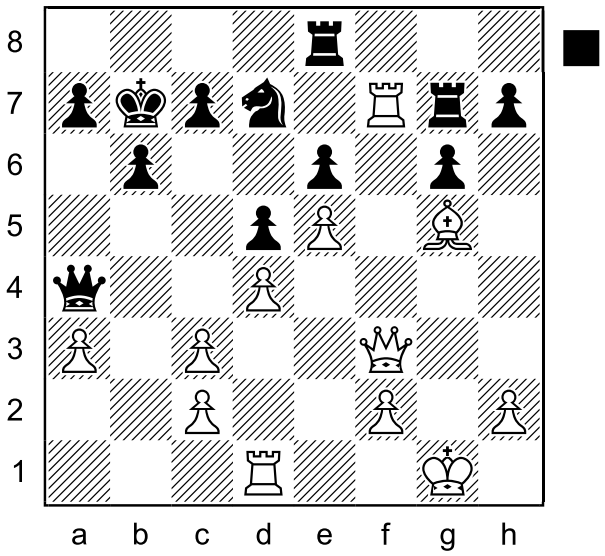
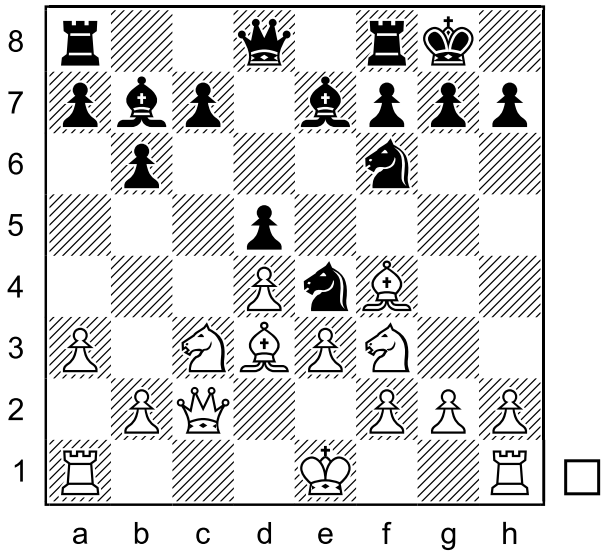


46.Black to move



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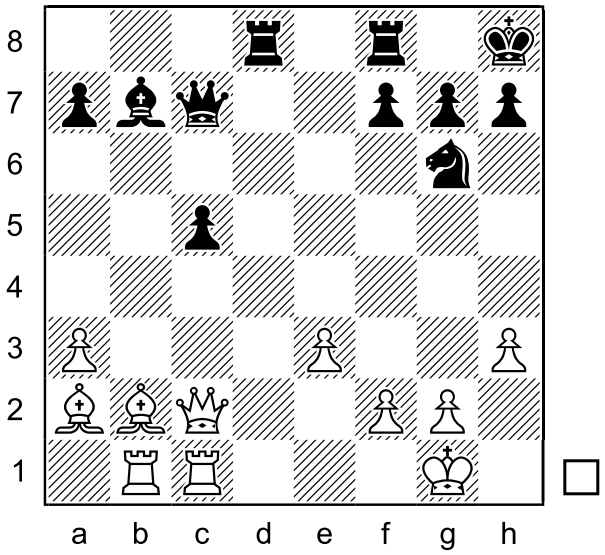

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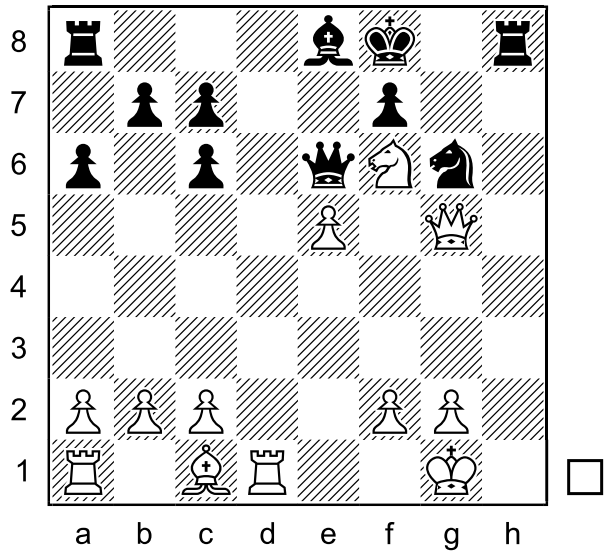

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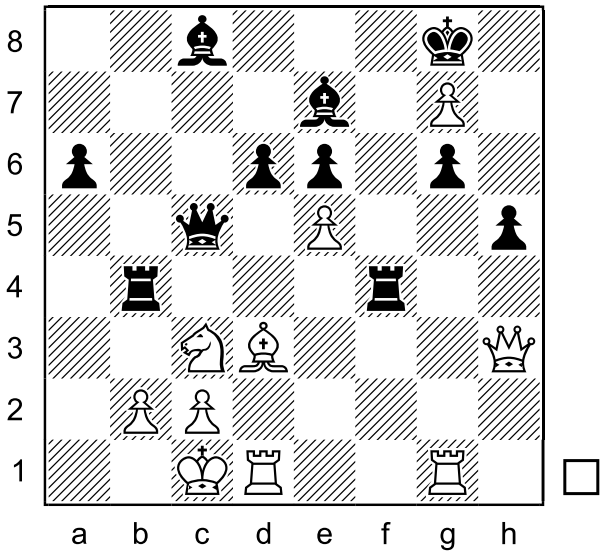

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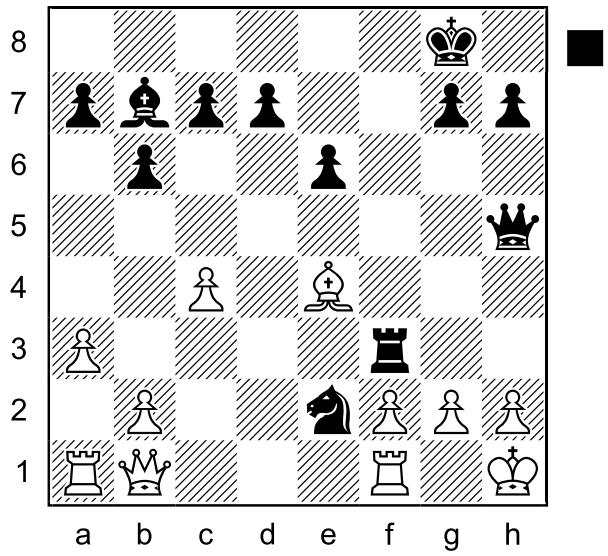

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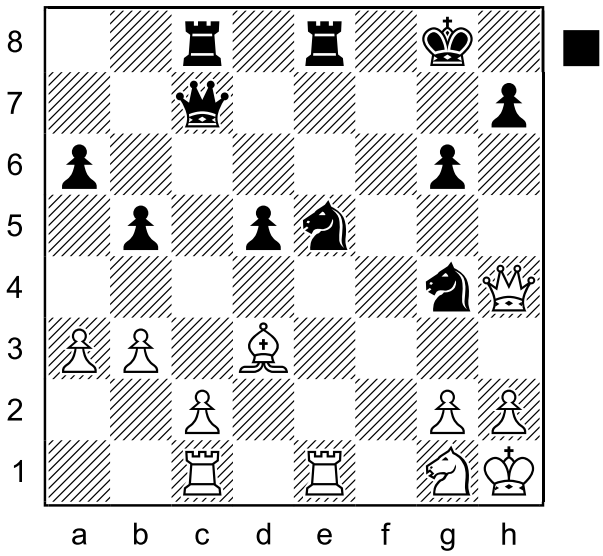

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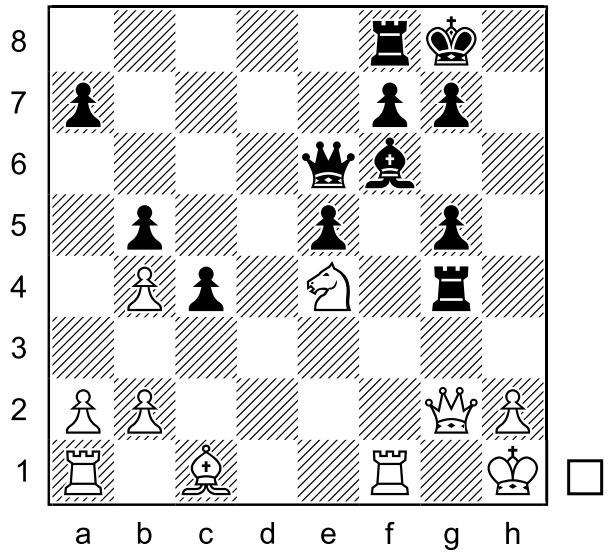

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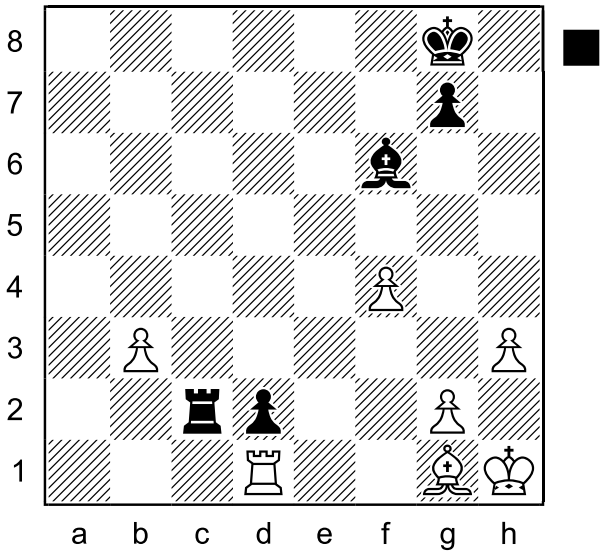

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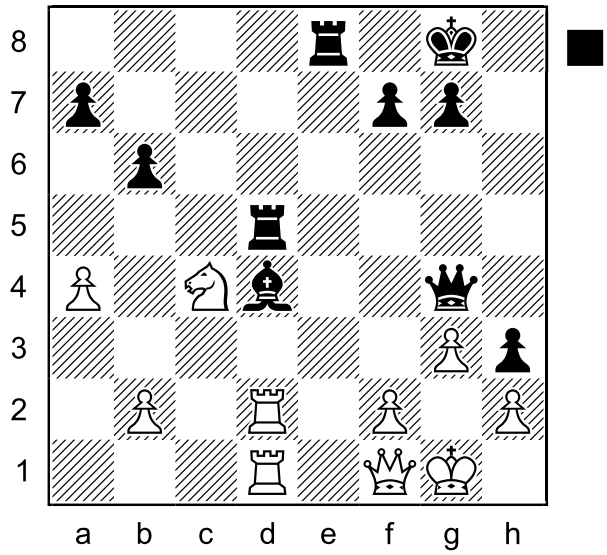

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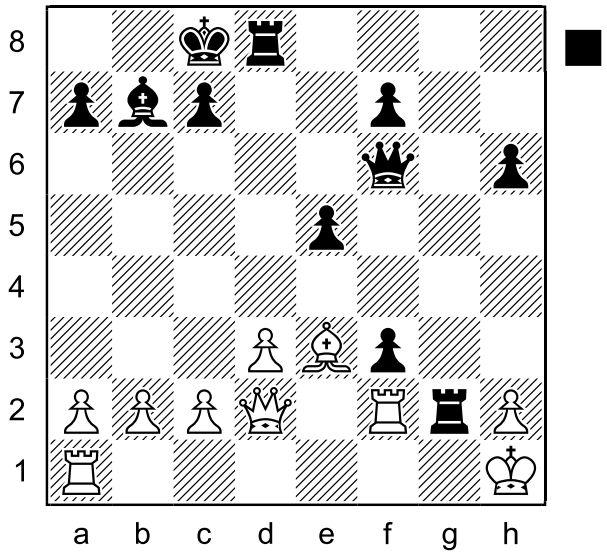

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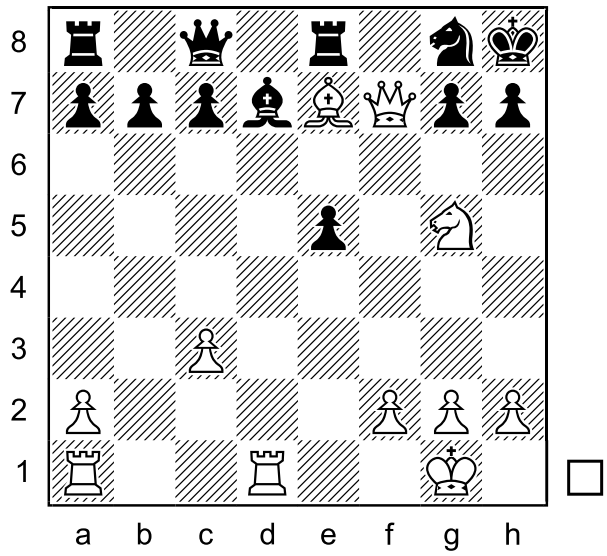

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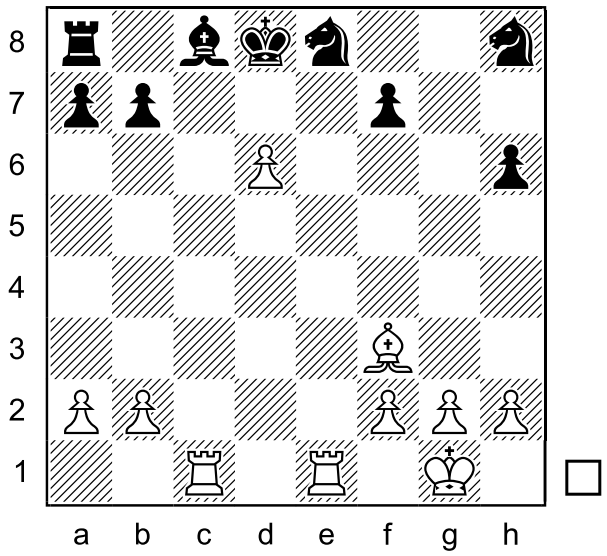

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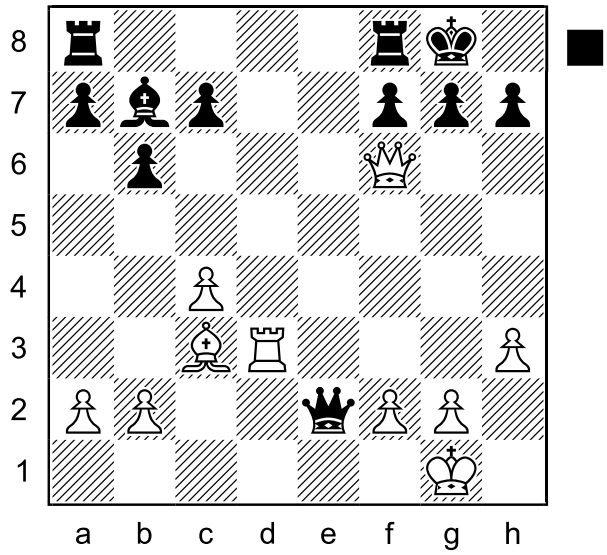

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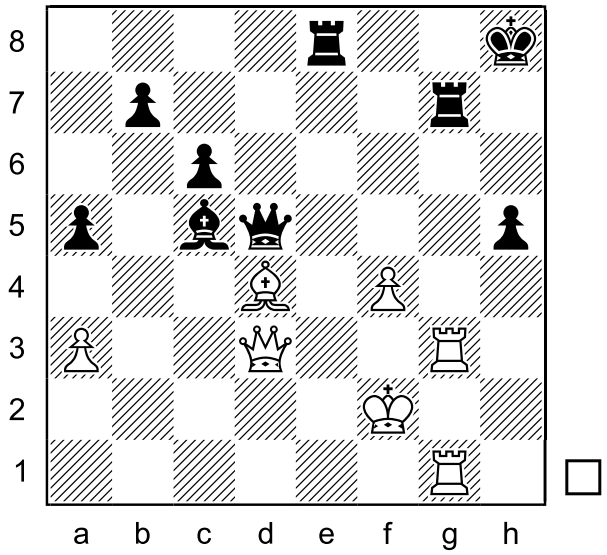

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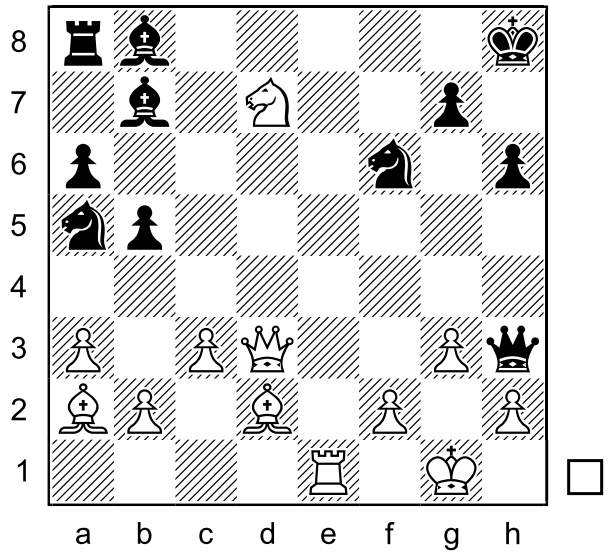

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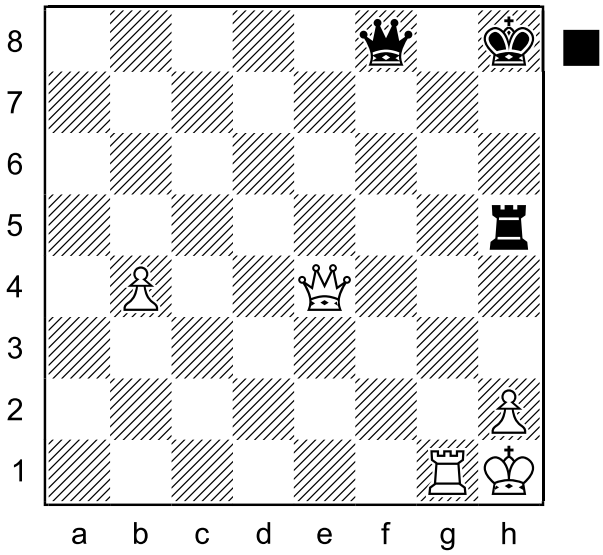

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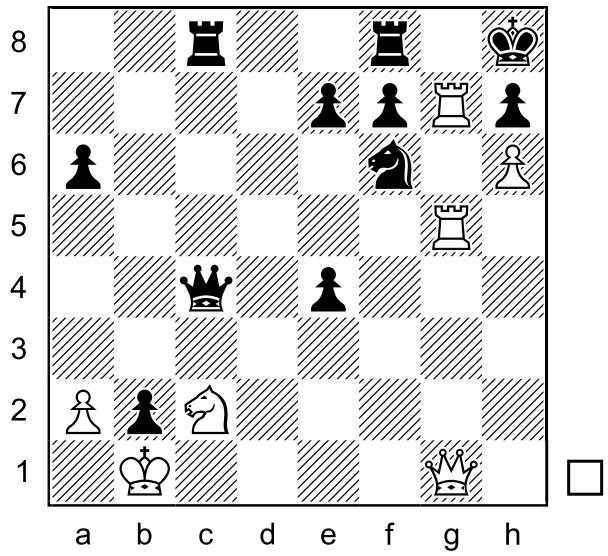

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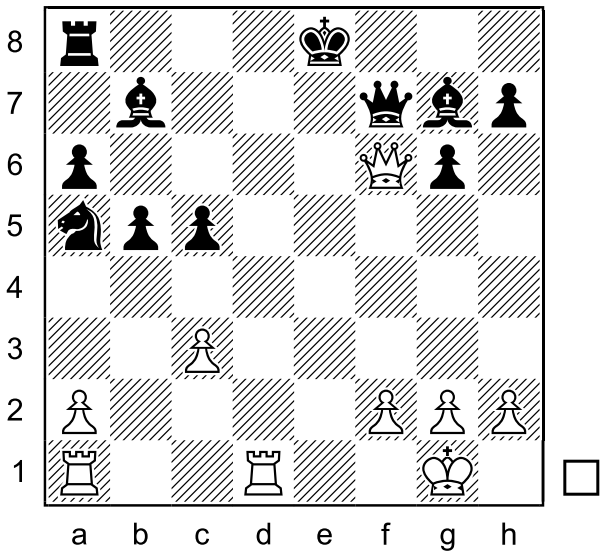

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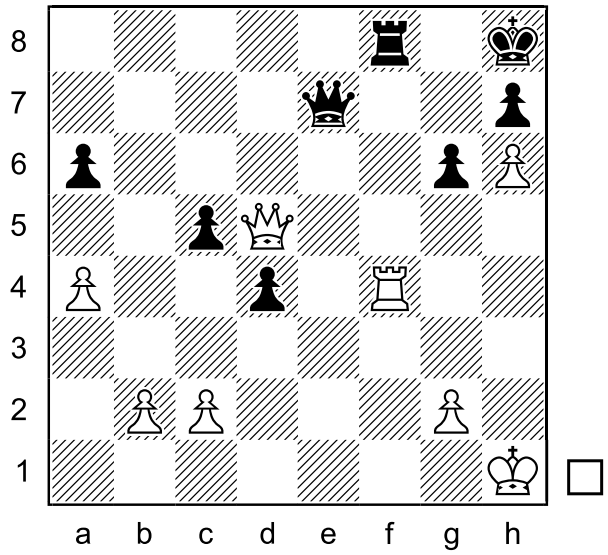

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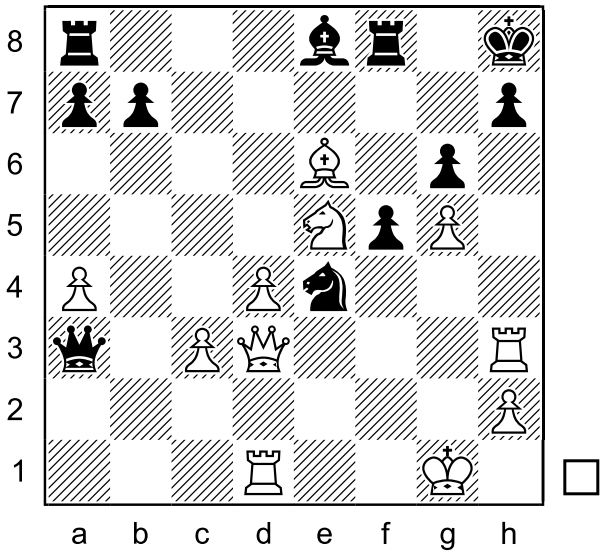

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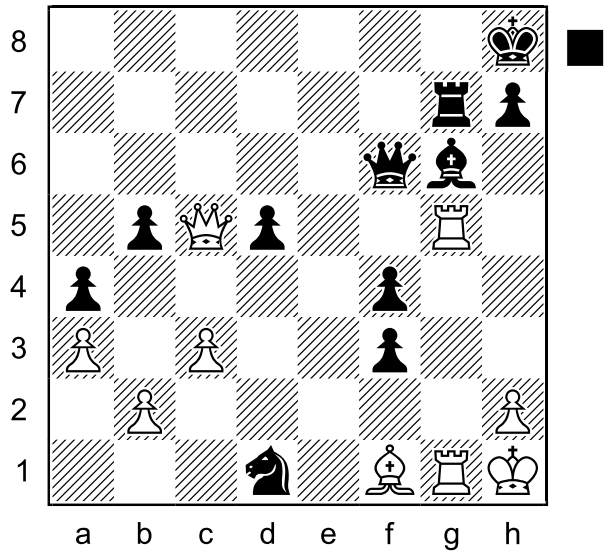

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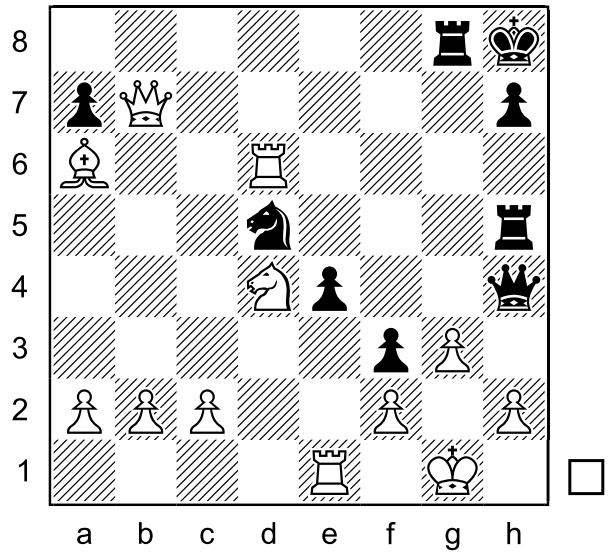

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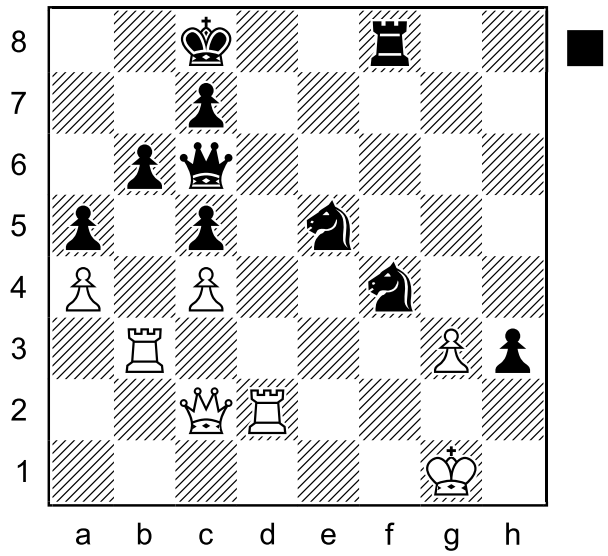

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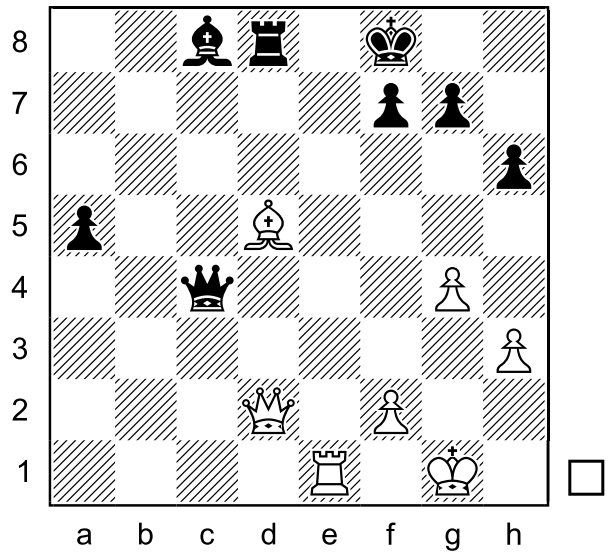

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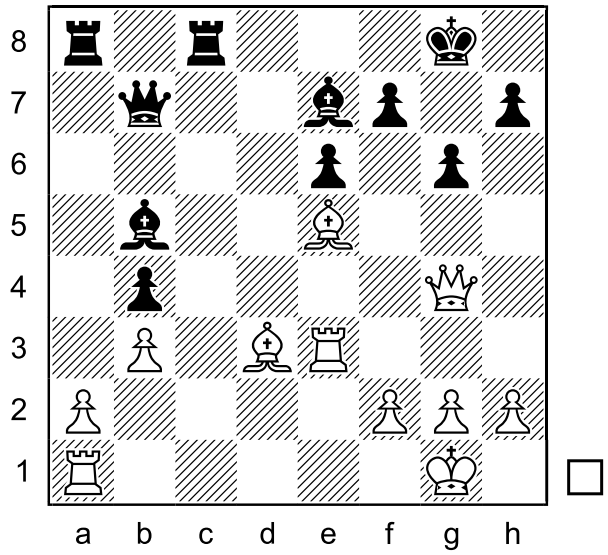

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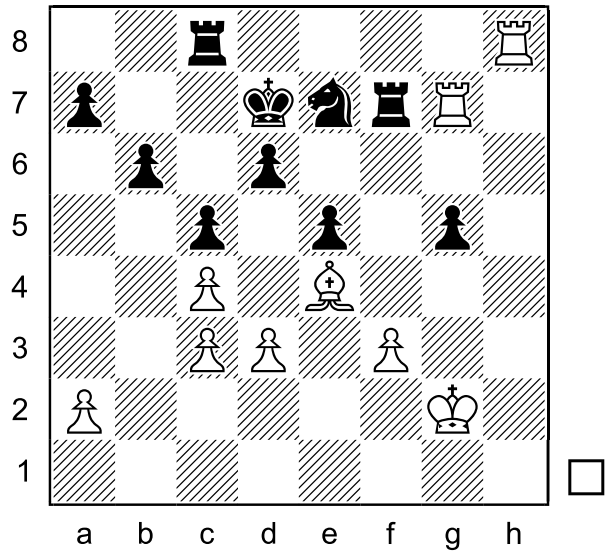

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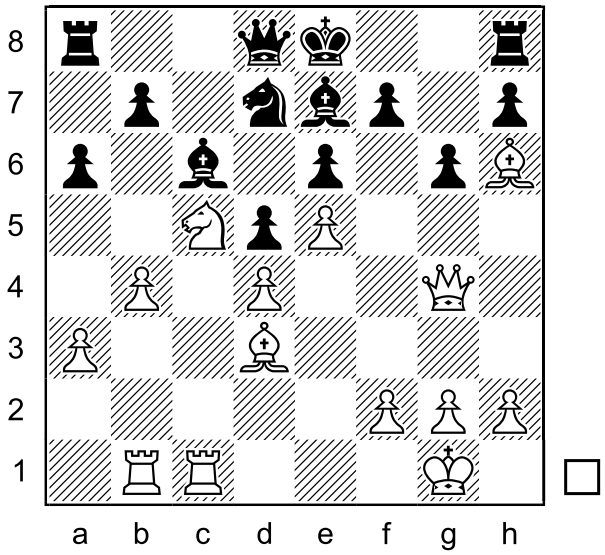

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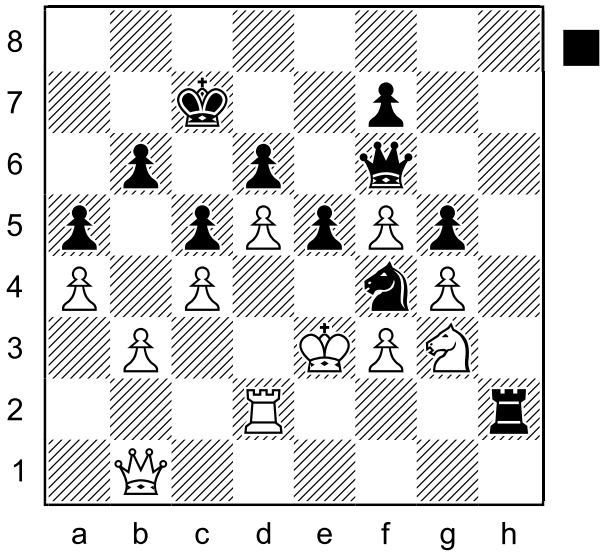

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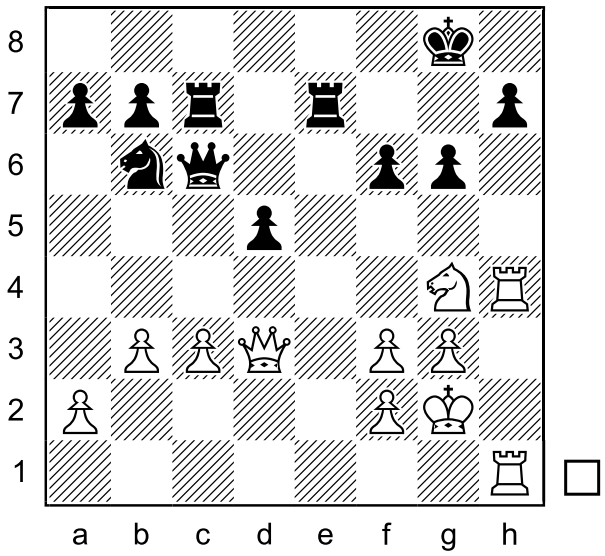

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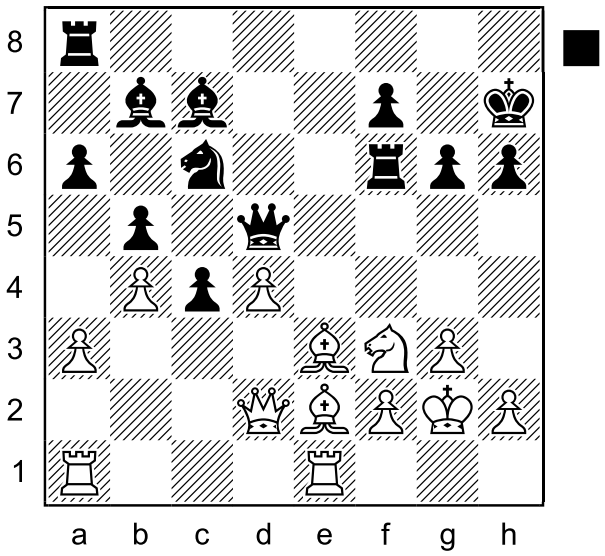

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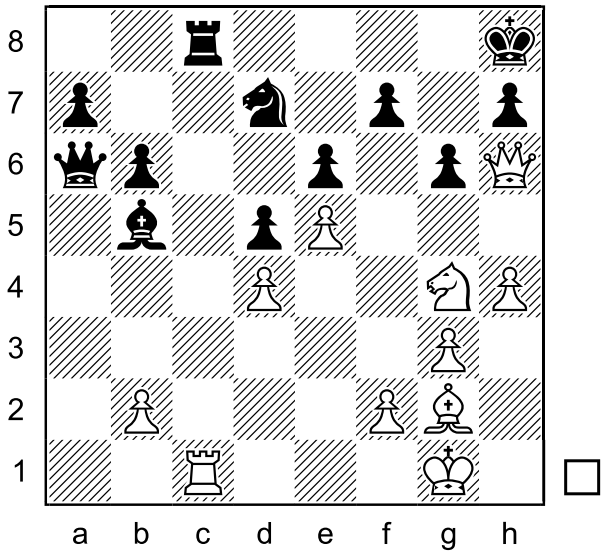

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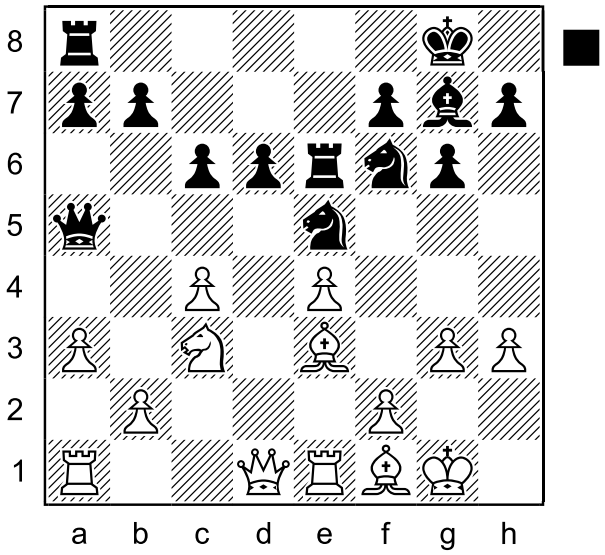

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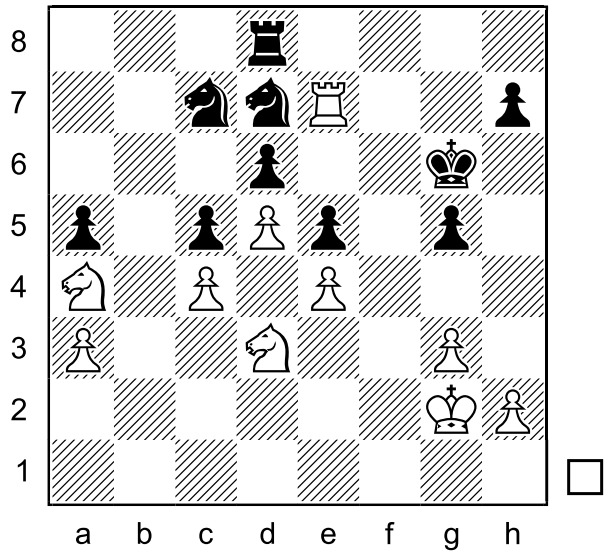

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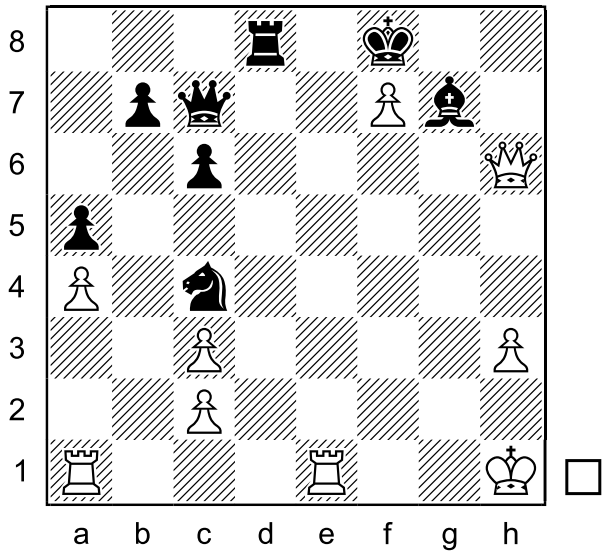

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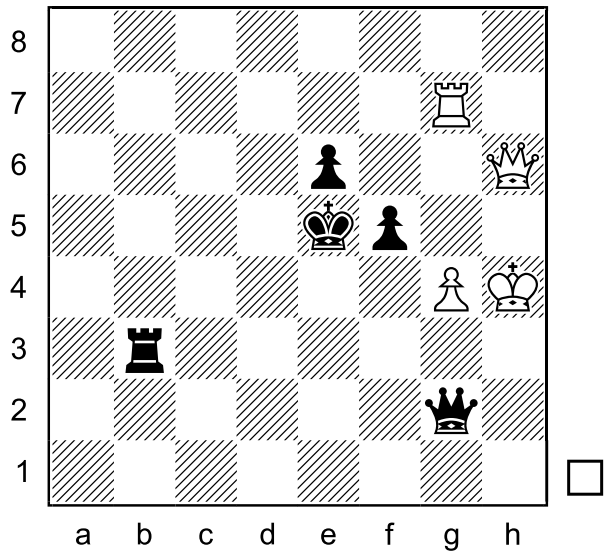

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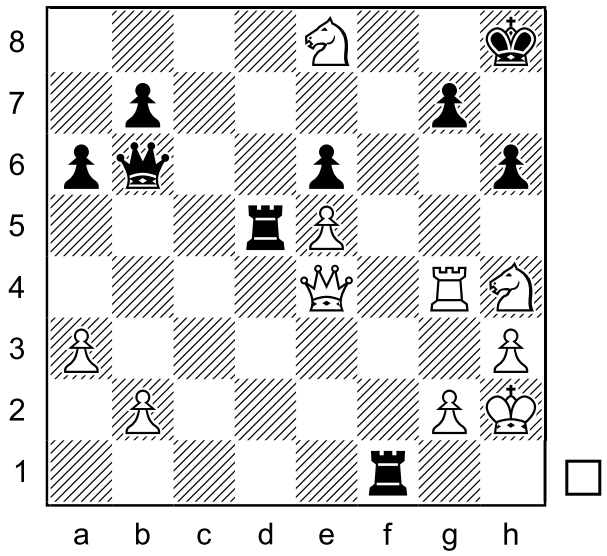

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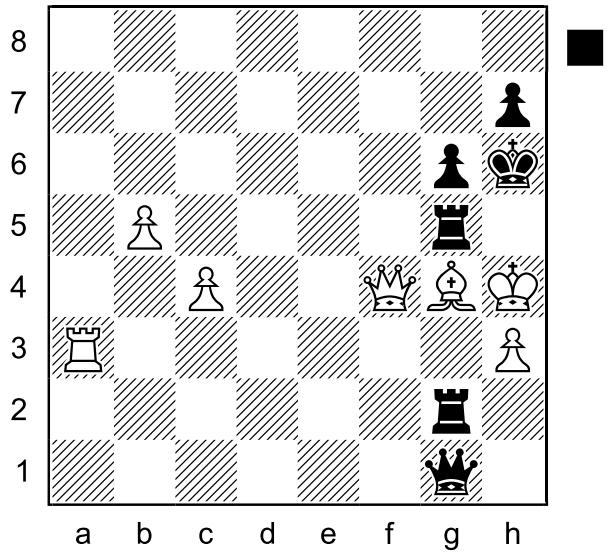

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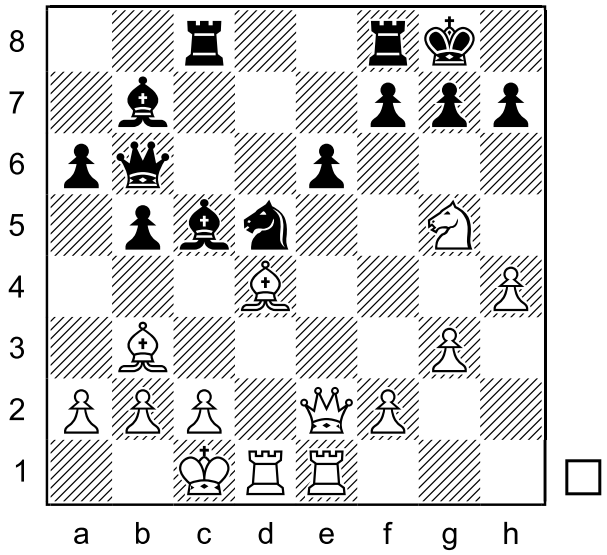

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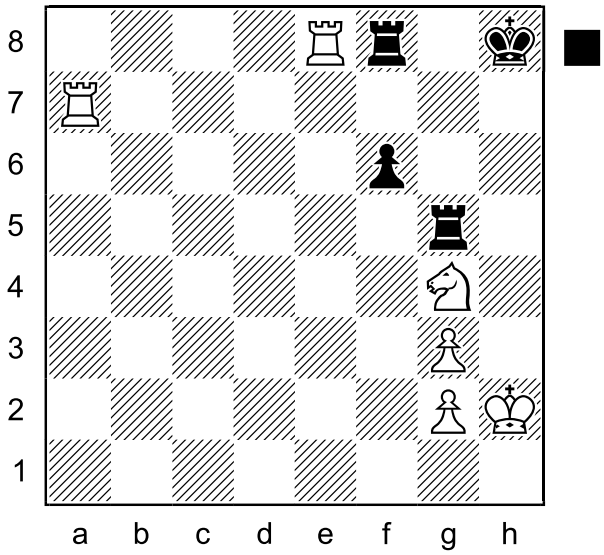

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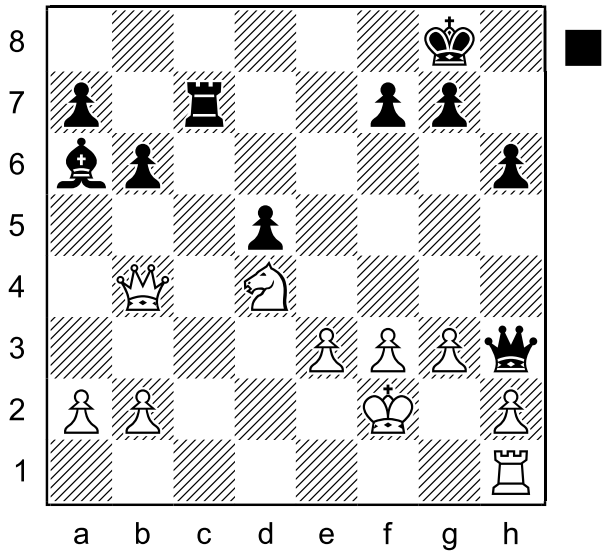

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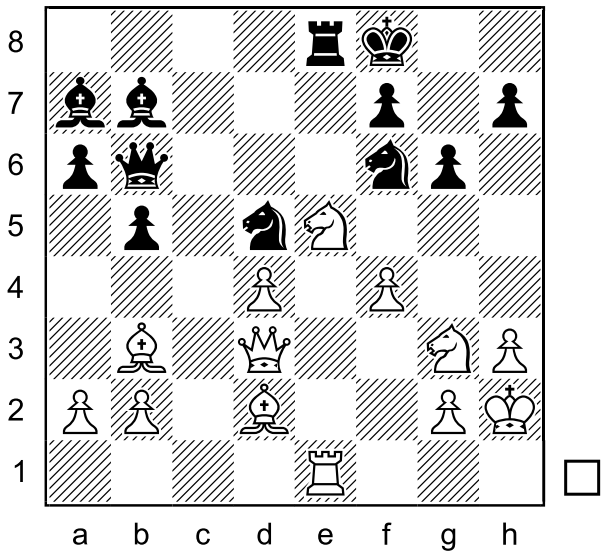

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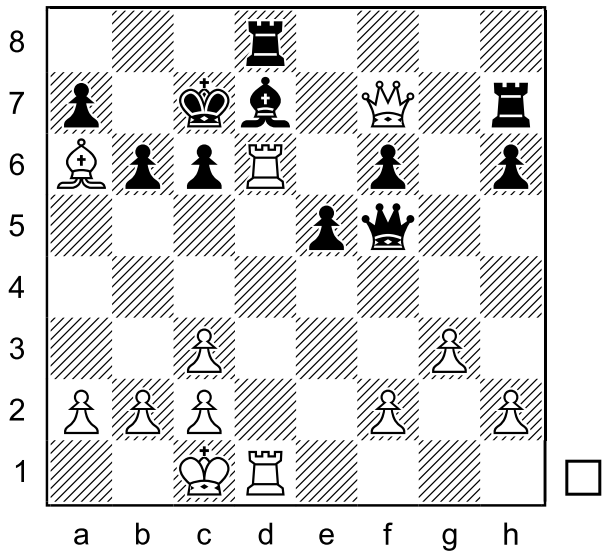

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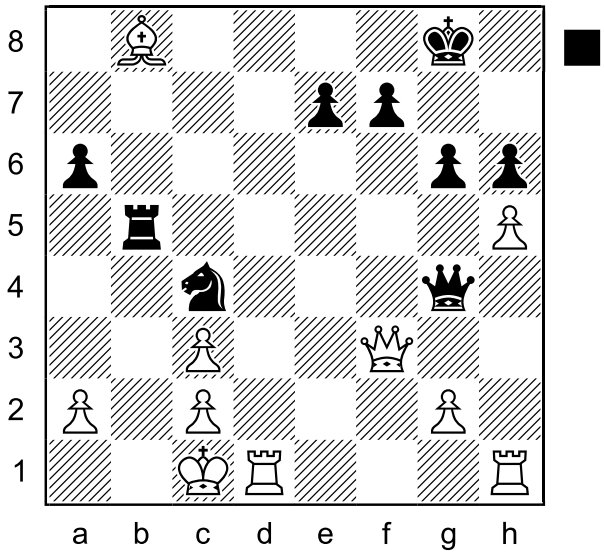

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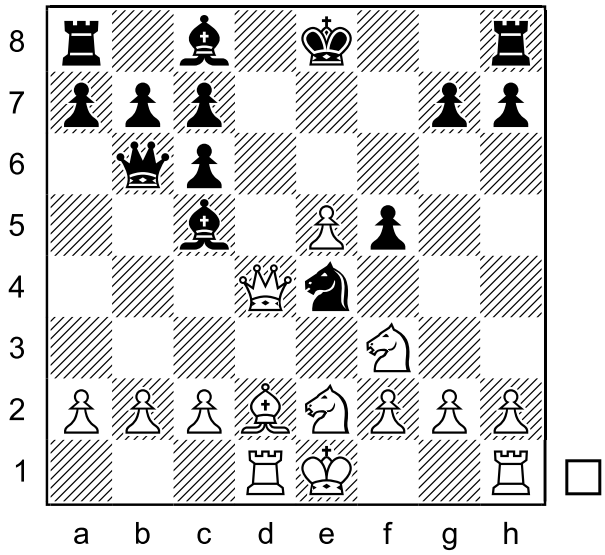

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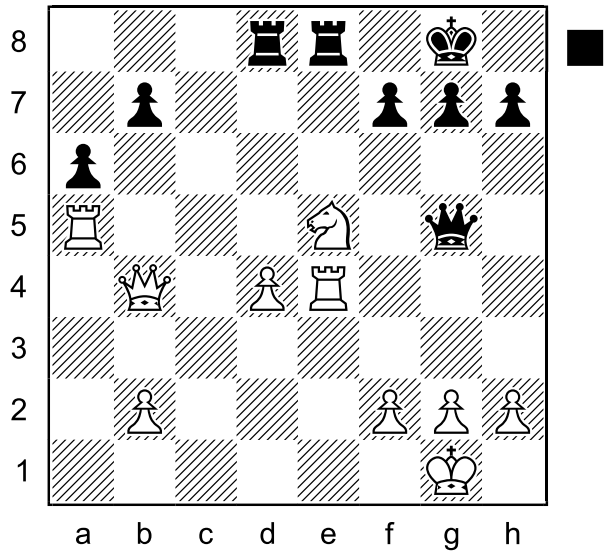

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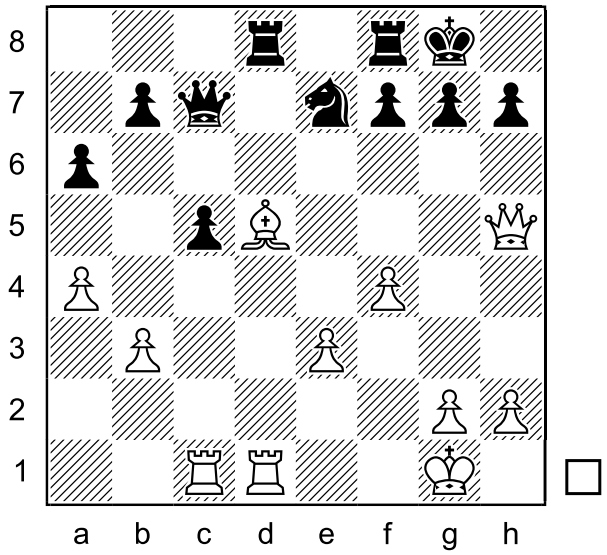

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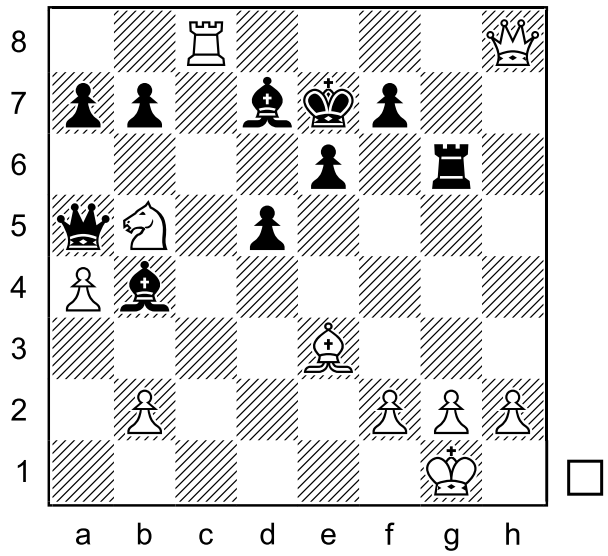

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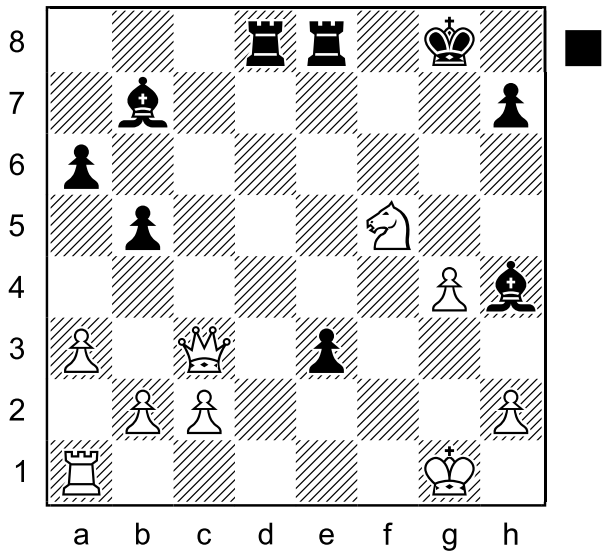

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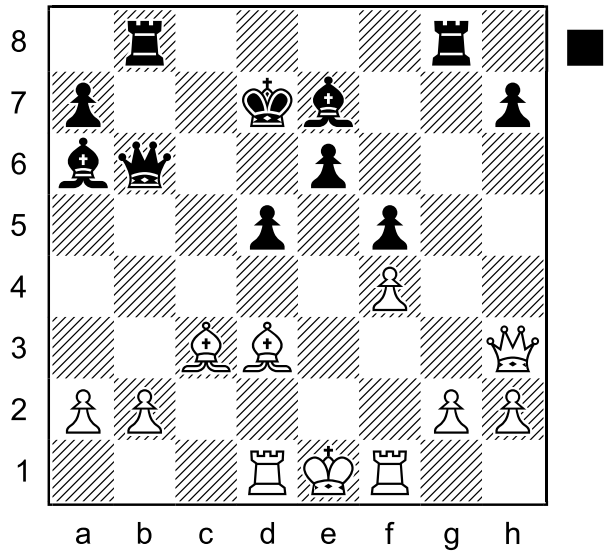

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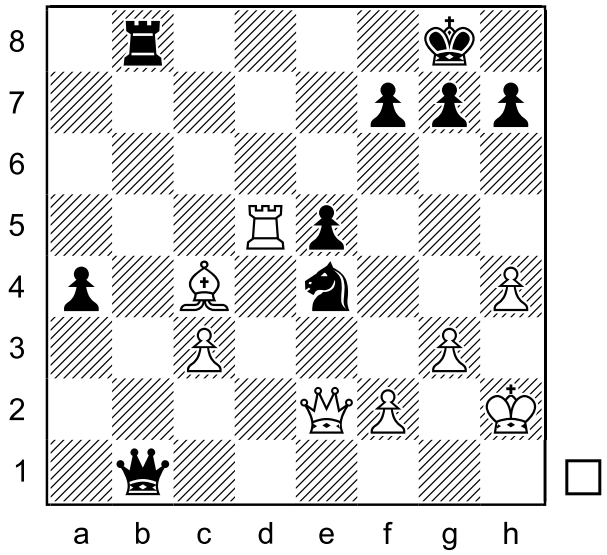

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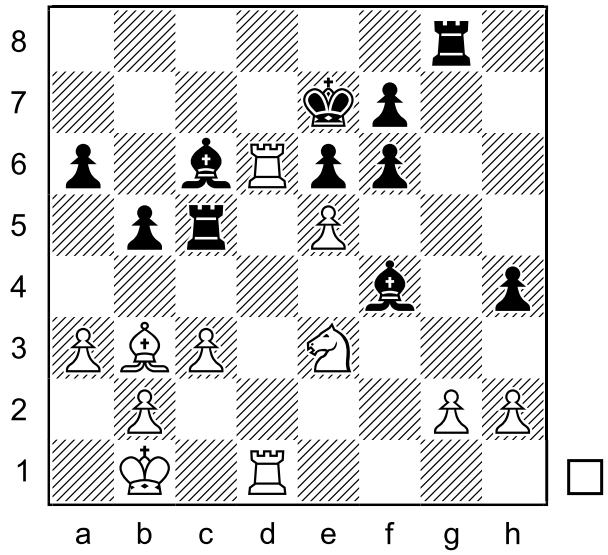

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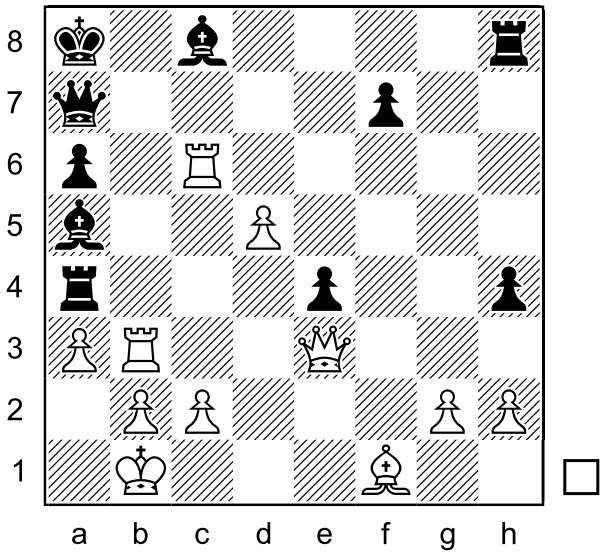

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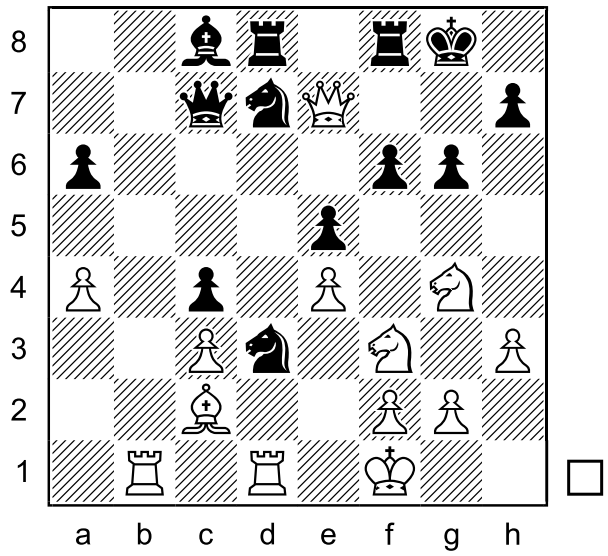

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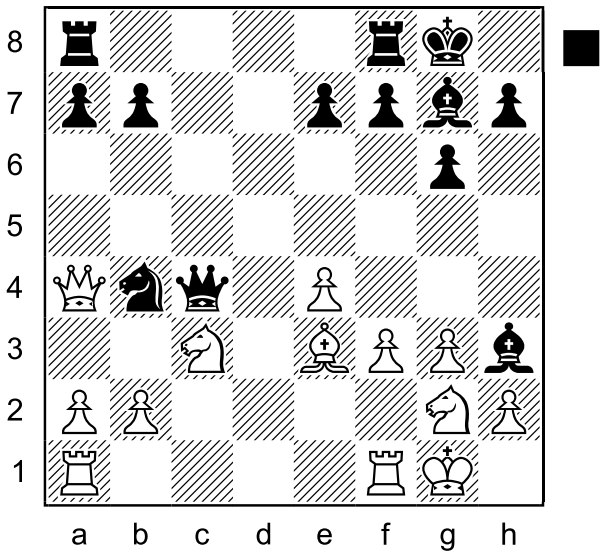


100.Black to move

SOLUTIONS

1. (Larsen-Donner, Zurich 59) 29 Rxe7! gives a decisive material advantage. A simple illustration of the theme; removal of defence.

2. (Y. Barda-Keller, Moscow 56) 27 ...Qg4+ 28 Kf1 Qh3+ 29 Rxh3 Bxh3 leads to a mating pattern which is worth remembering.

3. (Chernikov-Sharbakov) Also a well-known mating pattern: 1 Qxa8+ Bxa8 2 Rxa8+ Kb7 3 Rga3 and mate with R3a7.

4. (Duckstein-Johansson, Moscow 56) A knight-fork: 27 Nf6+ Kf7 28 Qxg7+!

5. (Donner-Keres, Zurich 59) A nasty discovered check: 24 ...Bxf5! White resigned because of 25 Bxf5 Rxg3+! 26 fxg3 d3+!

6. (Larsen-Botvinnik, Leyden 70, a time-trouble drama) 36 …Rc2-b2 was a bad mistake (Bd4 or Rc3 are stronger), after 37 Qxc7! we see a mate on the 8th rank. After 37 ...Qg8 38 Qxb7? Ra2 White won, but 38 Bc4! Rc2 39 Qxb7 and Ra8 would have been quicker.

7. (Kupper-Olafsson, Zurich 59) Another knight-fork, which some call a family check: 16 Bxg7 Kxg7 17 Rxf7+! (Rxf7 18 Ne6+). The game ended in quite a funny way 17 ...Kg8 18 Rg7+ Kh8 19 Rxh7+ Kg8 20 Rg7+ resigns. The sacrifice of White's rook meant the removal of defence, not directly from a piece, but from the square e6.

8. (Planinc-Timman, Wijk aan Zee 74) 36 d8=Q! Rgxd8 37 Rxg2 and won easily. The two black rooks controlled the square d8, but they were overloaded. One was supposed to cover b7, the other g2. Moreover, the mating attack 36 Qb6? (with the idea a5-a6) founders on 36.. . Ne1!, which opens a line for Black, blockades one for White and, after 37 Rxe1 axb6 38 axb6 Rbd8, wins the White queen, thanks to the deflection of the rook on a1.

9. (A. Bergqvist-Book, Stockholm 45) 12 h3?? was a bad mistake because of the well-known twist 12 ...Nd4! It is actually a double attack on e2 and f3. This wins the white queen for two knights, unless White agrees to 13 Nxd4 Qh2 mate, after which one can talk about deflection of the white knight.

10. (Giertz-Kremser: but to make this position a bit more interesting I have added a knight on e5) 1 Re8+! Qxc8 2 Qxg7+ and Rxg7 mate. Deflection of the black queen.

11. (From an old German game) 1...Qh1+! 2 Kxh1 Bf3+ and Rb1 mate. How else could he have played? Mate was threatened on g7. The queen sacrifice won the tempo necessary to get the bishop on d1 out of the way with check. So White had no time for Qg7.

12. (Pillsbury-Tarrasch) 1 ...Bxg2! wins a pawn, 2 Qxg2 Qa5. Deflection of the white lady, and then a double attack on two undefended pieces.

13. (Pillsbury-Mieses, Monte Carlo 1903) 13 Nxb4 Bxb4 14 e6! fxe6 15 Ne5 with a decisive advantage because of the double threat on d7 and f7. The pawn made way for the knight; one can speak about an evacuation of the square e5.

14. (Portisch-Tal, Moscow 67) 16 b6! Qxb6 17 Qc3 Qb5 18 Qxa5 with a winning position. First the opening of the a-file was prevented, then everything was ready for trapping the knight.

15. (Petrosian-Spassky, 10th match game 1966) 30 Qh8+! Decoy of his black majesty to the uncomfortable corner square, followed by a knight fork with lots of bite. Do not forget this stratagem.

16. (Simultaneous game by the Mexican GM Carlos Torre) White resigned. This can happen in a simultaneous. But the rook on d8 is actually overloaded, having to cover both d2 and g8. So White has to try 1 Rd6! and that in fact wins. 1 ...cxd6 2 f7 or, e.g., 1 ...Rxd6 2 g8=Q+ Kd7 3 Qxh7+ Kc6 4 Qe4+ Kb6 5 Qb4+ Kc6 6 Qxc5+ Kxc5 7 f7. We can also look at this as a deflection of the black rook from the 8th rank.

17. (lvkov-Larsen, Zagreb 65) 16 ...Qb6xb2?? was punished by 17 Reb1! Qc2 18 Ne1 trapping the queen. Or rather winning a piece for two pawns after 18 . ..Qxf2+ Really, the poisoned pawn on b2 should be left in peace.

18. (Eiiskases-Castaldi, Milan 38) The right discovered check is the one on e1, which blockades the line from the rook on a1 to the promotion square g1, After 1 ...Re1+ 2 Qxc5 g1=Q+ we experience the so-called x-ray effect on the diagonal g1-c5. Some call it a skewer. A couple of excellent definitions. The English use skewer, but Harald Enevoldsen prefers x-ray. All right, Harald!

19. (Petrosian-Simagin, Moscow 56) I told you to remember this stratagem. Yes, no. 15! Petro remembered it for ten years, but the opposite way, from the more difficult 19 to the easier 15. Here are two decoys before the actors are in their right places: 45 Bxe5+! Qxe5 46 Qh8+! Kxh8 47 Nxf7+ Black resigns. Very smooth. And a good example of the fact that when the simpler combination is known, the complicated ones are found more easily.

20. (Toth-Asztalos, Ljubljana 38) Mate in two moves by Qxh3+! Deflection of the white knight from the defence of f3. Thinking of opening the bishop diagonal by e5-e4 is very good, but mate in two is mate in two.

21. Because of the threat to g2 there is nothing to hesitate about: 1 Rxe6+! Kxe6 2 Re1+ Kd6 3 Qf6+ Kc5 4 Re5+ Kc4 5 b3+ Kd3 6 Qd6+ Kc2 7 Re2+ Black resigned. Won by Canada's fourteen year old Yanofsky in Buenos Aires in 1939. Thanks to the pinning of the pawn on f7, Rxe6 becomes a sort of magnetic sacrifice, pulling the king out of his fortress. Against 2...Kd5 the easiest win was 3 c4+. Another was 3 Qd4+ Kc6 4 Qc4+ Kd6 5 Qf4+ Kc6 6 Qf3+.

22. (Spielmann-Menchik, Margate 38) 1 Qxf8+! Rxf8 2 Bxh7+ and 3 Rxf8 mate! Quite right, ladies must be conquered by queen sacrifices. What else can we call this? Removal of defence of h7. The queen cleared the way for the rook to f8, but what problemists call 'clearance' is something quite different.

23. 1 Rd8+! Qxd8 2 Nf7+ Rxf7 3 Qxd8+ Rf8 4 Qc7 resigns. What nasty postcards! (This is from a correspondence game) Decoy of the black queen followed by a knight-fork; we have seen that before. Here there is also a pin of the rook on e7.

24. (Mecking-Tan, Petropolis 73) 25 Bxf7+! Kxf7 26 Rxc7+ Qxc7 27 Qh7+ winning the queen and with great advantage. First a decoy of the king to f7. Then the double threat on c7, and then the skewer effect on the 7th rank. One ought to *look* at the check on f7 if only because it is a move to which Black has only one legal answer. Some people say, always try a check. That should not apply in the game, but perhaps it should in the calculations.

25. (Lehmann-Donner, Beverwijk 65) Black hopes to trap the knight after 14 Nxa8? by cxd4, but White plays 14 Nf5! After 14 …Qxb6 15 Nxd6+ he can win the queen with a discovered check and after 14 ...Nxf5 we see the white pawn recapture with a discovered check. Then there is time to take the rook. Black's position is hopeless.

26. (Charousek-Chigorin, 1896) 23 Nxb6! Qe8 24 Nc4 White won a pawn and later the game. 23... Bxe2 24 Nxd7 is worse, and after 23 ...cxb6 the rook on a8 is overloaded! 24 Qxa6! gives a great advantage, 24 ...Rxc2 is no good because of the zwischenzug with check on a8. After 24 ... Rxa6 25 Rxc8+ Kf7 26 R1c7 the pin wins back the queen. Too difficult? Take one variation at a time!

27. (German correspondence game) 1 Qxf7+! Black resigned. A nice mating pattern after Bc4+.

28. (Also a *Fernpartie*) 1 ...f3 saved postage stamps; White resigned. The diagonal h6-e3 is opened, Black is ready for a pseudo-sacrifice Rxa7 followed by a double attack Be3+, winning a piece in all variations.

29. (Showalter-Pillsbury, 1898) 18 ...Bh3 will probably win, even if White defends himself with 19 g3. But why not break up the king's position at once? 18 ... Nxg2! 19 Kxg2 Bh3+ followed by Qg4 will lead to mate. In the game Black won easily after 19 Red1 Be4 20 Nd2 Ra6 21 Qd4 Nf4.

30. (Golombek-Minev, Moscow 1956) 17 Ng5! gave a decisive advantage. There is a mating threat (Bxf6 and Qxh7), and also a powerful unmasking, for the bishop on g2 now threatens the unprotected bishop on b7. The bishop on e7 is also unprotected: 17 ...h6 18 Bxf6 hxg5 19 Bxe7. The game went 17 ... Rxc1 18 Rxc1 g6 19 Bxb7 and White won easily. 17 ... Bxg2 18 Bxf6 g6 19 Bxe7 was no better.

31. (Neumann-Hernandez, Dresden 69) 1 Qxh5! Black resigned. Remember the mating pattern!

32. (Deschauer-Menke, correspondence) 1 Qxf6! Black resigned. After 1 ...gxf6 2 Bh6+ Kg8 3 Re3 (or Re4) mate is threatened on e7 and on the g-file. Again these are common mating patterns.

33. (Schwind-Stern, correspondence 54) 1 ... Ng4+! 2 Kxg3 Bf2+ 3 Kf3 Qd3+ 4 Be3 Qe4 mate! The mating pattern after 2 hxg4 Qh4 should be seen as soon as the black bishop is on d4. Or, obviously, a white one on d5. In the variation played it is perhaps possible to talk of a magnetic sacrifice.

34. (Rothgen-Petz, correspondence) Qh4 wins if f3 is defended. This is done with a tempo win: 1 ...e4! 2 Nxe4 Be5! and White resigned.

35. (Levy-Feller, Portugal 69) White would like to check on d8, but first he must remove the defence. 1 Rxf6! Rxf6 2 Rd8+ Kf7. Now he wants to check on e8, but the knight is in the way. It must move with gain of tempo, that is obviously with check, which is the only thing that people have to respect: 3 Ng5+ hxg5 4 Qe8 mate. Surprising? Perhaps, but there is a difference between a queen on the central square e4 and one on the edge of the board far from the king's wing.

36. (Pillsbury-Maroczy, Paris 1900) Mate in two moves! Qxh7+ followed by the discovered check by Kg2. The mating pattern looks like something from a rook endgame.

37. Bxf3 does not win as a matter of course. But the threat on f3 is sharp after 1 ...Rf2! So, 2 Nxe2 Rh5! and a quick mate, e.g. 3 Rge1 Rhxh2+ 4 Kg1 Rfg2+ 5 Kf1 Rh1. A fine deflection of the white knight. The white pawn on d2 is important, otherwise White would have had a zwischenzug – 3 Rgd1+ – followed by Nxf4. A correspondence game.

38. (Pogats-Bilek, Budapest 61) Black wins a pawn by unmasking: 8 ...Nxe4! Now 9 Nxe4 Qxd2+ removes the defence from d4, so White tries 9 Nxc6, after which Nxd2 is not clever, since with 10 Nxa5 White wins a piece. The black queen is a desperado, and sells itself as dearly as possible: 9 . .. Qxc3! After 10 Qxc3 Bxc3+ there is, at last, time to take the knight on c6, and after 10 bxc3 Nxd2 11 Bd4 Bxd4 12 cxd4 Nxf1 13 Nb4 White has a pawn too few. This is a well-known type of combination, here occurring after 1 e4 c5 2 Nf3 g6 3 d4 Bg7 4 Nc3 Nc6 5 Be3 Qa5 6 Qd2 Nf6 7 h3? cxd4 8 Nxd4.

39. (Spassky-Donner, Leyden 70) 27 Qd8! The uncanny power of the discovered check. In fact Black resigned instead of playing 26 ... Qf7-e7.

40. A double check is even better: 13 Qd8+ Kxd8 14 Ba5+ and mate next move, a thing which Koltanowski 'saw' in a blindfold game in Antwerp 1931. That is not so difficult if one knows one's classics – just look at Reti-Tartakower, Vienna 1910 (or 1911; it is not a tournament game): 1 e4 c6 2 d4 d5 3 Nc3 dxe4 4 Nxe4 Nf6 5 Qd3?! e5? 6 dxe5 Qa5+ 7 Bd2! Qxe5 8 0-0-0 Nxe4?? 9 Qd8+!

41. A magnetic sacrifice: 13 Bf4+! If the king lets itself be forced to f4, it is immediately mated by Qf5, but in any case the bishop check has cut off its retreat: 13 ...Kxe4 14 Re1+! Kxf4 15 Qg3+ Kf5 16 Re5 mate, or 14 ...Kd5 15 Qf3+ and mate next move. Played several times in the good old days, this has become a bit of opening theory: 1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nf6 5 0-0 b5 6 Bb3 Be7 7 d4 Nxd4? 8 Bxf7+ Kxf7 9 Nxe5+ Ke6 10 Qxd4 c5 11 Qc3 b4? 12 Qh3+ Kxe5. In this introductory play the removal of defence occurs several times, but Black forgets that the safety of the king goes before everything else.

42. Also a kind of magnet. However, let us state first that Black stands badly. A pawn less, weak pawns on b5 and d6, nasty white threats on the 7th rank. A draw must be wishful thinking: 31 ...Rxf2! 32 Kxf2 Qxh2+ 33 Kf3 Qh1+ Draw! White must play Kf2, and then there is a perpetual check with Qh2, 34 Kf4 Qf1+ and 34 Kg4 Qh5+ lead to mate! (Benko-Rejfir, Moscow 56).

43. 39 ...Ra1+! can be called a magnet or a decoy, but the point is that after 40 Kxa1 Qxc3+ Black has, with a tempo win, opened the diagonal and placed a powerful battery there. After 41 Ka2 Qa3+ 42 Kb1 Qb3+ White resigned because of 43 Kc1 Bg5+ 44 Qd2 Qc3+. Note that the 'coincidence' that the white pawn is on h5 and not on h4 makes the combination possible.

44. (Goethart-Polak, Amsterdam 36) Trapping the queen after 13 ...Nxc4! 14 Bxc4 Bb4. Otherwise, winning an important pawn, Black gets the square d5.

45. (Porath-Barcza, Moscow 56) A delicate little ploy; twice the removal of defence and then a double attack. Result: a won pawn endgame. White resigned after 29 ...R8xb3! 30 axb3 Rxd2, since after 31 Rxd2 Bxe3+ 32 Rf2 Black wins easily.

46. (Gligoric-Matulovic, Zurich 59) A double attack in two acts, and a surprising line-opening to the advantage of the black queen: 25 ...Nxe5! 26 dxe5 Rxf7 27 Qxf7 Qg4+ and grabs on d1 with check. Actually White played 27 Bf6, but the battle was lost.

47. 12 Bxc7! Qxc7 13 Nxe4 wins a pawn. Thus, a decoy so that the queen becomes unprotected, and after 13 …Qxc2 White has a zwischenzug, Nxf6+. Both players saw this and 11 ...Nd7-f6? was not played (Sultan Khan-Capablanca).

48. (Taimanov-Darga, Moscow 56) 23 Bxg7+! Kxg7 24 Qb2+ and Qxb7 winning a pawn and with a won endgame. A simple double attack. But did you see the trap? The pawn win 23 Qxc5?? would have led to the loss of the queen because of 23 ...Rd1+! The back rank is sensitive even though the king has an escape square, because that is controlled by the black queen.

49. (Richter-Kahn, Prague 31) 25 Qh6+! Ke7 26 Ng8+ resigns, because of 26 ...Rxg8 27 Bg5+ f6 28 exf6+ Kf7 29 Qh7+. The starting move is probably a bit easier to find when one remembers the mating pattern in No. 2! After 25 ...Rxh6 26 Bxh6+ Black is not quite mated yet, but after 26 ...Ke7 27 Ng8 he is.

50. (Lobigas-Micheli, Skopje 72) 27 Qxh5! Black resigned. After 27 ...gxh5 both a file and a diagonal are opened, allowing the deflection of the black king by 28 Bh7+, followed by pawn promotion and mate.

51. Mate in three moves! 1 …Rh3! 2 gxh3 Qf3+. Played in a game Zavadil-Engel, but I have removed a black rook from a8. Even without this rook 1 ...Rf4 is a useful alternative, with the double threat to e4 and h2! After 2 h3 Bxe4 Black wins the white queen, but mate in three moves is better.

52. (Slade-Hooper) 1 ...Nxd3 2 cxd3 Qxh2+ 3 Qxh2 Nf2 mate! The first move is line opening (a diagonal is a line too), then a deflection, and, at last, the purpose of it all , the beloved classic, the smothered mate.

53. (de Bondt-Seele) Rg4 and Kg8 are at the spacing of a knight fork, so: 1 Rxf6! gxf6 2 Qxg4! Black sees the back-rank threat and plays 1 ...Rxe4 2 Rxe6 Re1+ 3 Qg1 Rxg1+ 4 Kxg1 fxe6 5 Bxg5 – but instead of three good pawns for the piece, Black is now left with isolated doubled pawns.

54. Black's goal is to get a new queen. He must be quick ; 1 ...Bc3? leads to nothing after 2 Be3! White's threat is Be3; does the idea emerge? 1 ...Bd4! 2 Bxd4 Rc1 (pin) 3 Kh2 Rxd1 4 Be3 Rh1+ and wins. White played 2 g3 Bxg1 3 Kg2, but had to capitulate quite soon.

55. (Novotelnov-Averbach) Always try a check! But try it first in analysis. Here it works: 1 …Bxf2+! 2 Qxf2 Qxd1+! Or 2 Rxf2 Rxd1. Or 2 Kxf2 Rf5+ (skewer). Or 2 Kh1 Qf3+ and mate next move.

56. (Best-Muir, correspondence 68) 1 ...Rxh2+! White resigned. If he moves his rook he allows the opening of the diagonal and discovered check: 2 Rxh2 f2+ will lead to mate by 3 Rg2 Qh4. Just as bad is 2 Kxh2 Qh4+ 3 Kg1 Rg8+.

57. (Keffler-Kocem 71) 18 Bf8! Rxf8 19 Rxd7 with mate or a queen win. The dear smothered mate! The first move was line opening with tempo win. White could also have played 18 Rxd7 (!) in order to answer Qxd7 with 19 Bf8. However, then White would have won only a bishop after 18 ...Nh6: now he wins a queen for a rook, which is more accurate.

58. (Kikovic-Forintos, 58) 1 Rxc8+! Rxc8 2 d7 Kxd7 3 Bg4+. In fact White wins a piece for a pawn. We have no suitable name for the introductory move, but it was clearly favourable for White to get a piece to c8 which could not capture on d7! Then a fork and a skewer check followed, and after 3 …Kd8 4 Bxc8 Black cannot very well play Kxc8, which would be a kind of deflection from the defence of the knight on e8.

59. 1 ...Qg4! wins. Black has an extra rook and he just has to avoid being mated (1 ...gxf6?? 2 Rg3+) . After 2 hxg4 the g-file is not dangerous, so 2 ...gxf6. White is no luckier with 2 Rg3 Qxg3. It is really very simple, but also quite instructive, which is why this position has appeared in many chess magazines and books. Who originally played this game has been forgotten.

60. (Miszto-N N, Poland 55) What a pin! The bishop on d4 was just about to take on g7 when that was forbidden. After 1 Rxg7?? B lack captures on d4 with a double attack, and later on g7. Black has two pawns more than White; so it is now or never: 1 Qh7+! Kxh7 2 Rxg7+ Kh8 3 Rg8+ Kh7 4 R1g7+ Kh6 5 Rg6+ Kh7 6 R8g7+ Kh8 7 Rh6 mate! The pinned bishop is still on d4 and takes a long range part in the mate. So the queen sacrifice is a decoy which made a tempo win possible. And a double check! And thanks very much to the black pawn on h5…

61. (Neumann-NN, 56) A piece down for two pawns, and mate threatened on g2. We shall call it a draw! 1 Re8+! Nxe8 2 Qh7+! Kxh7 3 Nf8+ Kh8 4 Ng6+, perpetual check. The deflection of the knight was necessary, because after 1 Qh7+? Nxh7! 2 Re8+ Nf8 3 Rxf8+ Kh7 the rook is in the way of the knight check on f8.

62. (Ruster-Busch, correspondence) Let us have another draw; one cannot win when two pawns down. 1 ...Rxh2+! 2 Kxh2 Qh6+! 3 Kg3 Qh2+ 4 Kf3 Qf2+ 5 Kg4 Qh4+ 6 Kf5 Qf6+, stalemate or perpetual check. Similar positions with an open g-file and the square h7 under control have occurred in several master games.

63. 1 Rc5! mates or wins the queen. The threat is Rxh7+ followed by Qg7. Even if the tripling on the g-file looked good, the rook on g5 is still merely in the white queen's way. In this tense position it must be got out of the way with a threat, that is a tempo win. Time is money.

64. 1 Rd8+! Rxd8 2 Re1+ and wins easily after 2 ...Kd7 3 Qxf7+ and Qxg7. But the lesson lies in the variation 2 ...Kf8 3 Qxd8+. The black rook was decoyed to d8, because a piece cannot control the square it occupies itself.

65. (Wade-Gudmundsson, Reykjavik 64) 1 Qe5+! Black resigned. Back rank and deflection.

66. (Capablanca-Vassaux) 1 Rxh7+ Kxh 7 2 Qh3+ and mate next move.

67. (Kottnauer-Johannessen, Tel Aviv 64) 44 ...Rc7! and White resigned. The white queen cannot let itself be deflected because of the mate on f2, and 45 Rxg6 hxg6 46 Rxg6 Qxg6 does not help either.

68. (Oneskis-Hama, 56) The position looks hopeless, there is only one thing that can be done. And that one thing wins! 1 Nxf3! exf3 2 Qg7+! After 2 ...Rxg7 3 Re8+ Rg8 4 Rxg8+ Kxg8 unpinning, and after 5 gxh4 White won. 2 ...Kxg7 could well be a better chance in practice, but White wins by accurate play.

69. (Bogoljubow-Monticelli, San Remo 30) 1 ...Ne2+ 2 Rxe2 Rf1+! 3 Kxf1 Qh1+ 4 Kf2 Ng4 mate. Line opening and a magnetic sacrifice and in the end it turns out that the rook on e2 is in the white king's way, the first move having played a part as a decoy.

70. (Ekenberg-Keres, Lidkoping 44) 37 Re8+! Unpinning! (37 ...Rxe8 38 Bxc4 or 37 ...Kxe8 38 Qe3+) . But there is also another win based on the back rank: 37 Bc6! wins a piece after 37 ...Bd7 (38 Qd6+ and 39 Bxd7, or 38 Qxa5).

71. (Pelitov-Liebert, Albena 73) 26 Bxg6! fxg6 (or hxg6 27 Rh3) 27 Qxe6+ Kf8 28 Rf3+ Ke8 29 Qf7+ Black resigns. (29 ...Kd7 30 Rd1+!) g6 was covered by two pawns, but they both had other things to do. Overloading!

72. If White takes a rook , then the other will take a white rook. But what if something happened with check! Try 1 Bc6+! Now 1 ...Nxc6 2 Rxf7+ does not work, and neither does 1 ...Kxc6 2 Rxc8+ or 1 ...Rxc6 2 Rxf7. So, 1 ...Ke6 2 Rh6+ Rf6, but now there is a deflection: 3 Bd7+! Kxd7 4 Rxf6 with an easy win.

73. (Thornblom-Seeger, Stockholm 74) 20 Nxe6! fxe6 21 Qxg6+ hxg6 22 Bxg6 mate. A nice mating pattern, where Black's 1 9 ...Nd7? took the escape square. 20 ...fxe6 was of course not forced, but then Black's position was smashed to pieces.

74. (Holm-Stoltz, Stockholm) 48 ...e4! 49 Nxe4 Qd4+ 50 Rxd4 Re2 mate. First the diagonal is opened, and then comes a neat deflection in the next move. 49 Rxh2 permitted mate on d4. As Qc3+ was threatened White ought to have played 49 Qc2, but then 49 ...Ng2+ wins, e.g. 50 Rxg2 Qd4+ or 50 Ke2 e3.

75. (Walther-Duckstein, Zurich 59) All of White's pieces point at the black king's position, but after 33 Qxg6+ hxg6 34 Rh8+ the king will walk out via e6. Pressed for time, White missed the second sacrifice, which wins easily: 33 Rxh7! Rxh7 34 Qxg6+ Kh8 35 Nxf6! Or 34 ...Rcg7 35 Nxf6+, or 34 ...Rhg7 35 Nxf6+ Kf8 36 Rh8+, or 34 ...Kf8 35 Rxh7. This way White wins at least two pawns.

76. Anything wins, but Black saw 1 ...Rxf3! 2 Bxf3 Qxf3+! (magnetic sacrifice) 3 Kxf3 Nxd4+ 4 Kg4 Bc8+ 5 Kh4 Nf3 mate.

77. (Perfors-Smit) 1 Rc7! Rg8 2 Rxd7 Bxd7 3 Nf6 Rg7 4 Nxh7 Kg8 5 Nf6+ Kf8 6 Nxd7+ and wins. The deflection 1 ...Rxc7 2 Nf6 leads to a quick mate.

78. (Vaisman-Levin, 68) 15 Nxe4! win s a pawn because of 16 Nxe4 Qxe1! and then the knight fork has the special charm of opening the file from e6 to e4.

79. (Barcza-Gligoric, Zurich 59) Black's last move Kh6-g6 brought the king within the reach of a knight fork: 32 Naxc5! dxc5 33 Rxd7! The game went 32 ...Nxc5 33 Nxc5 Ne8 34 Nb7 Rc8 35 c5 dxc5 36 d6 Nf6 37 Re6 Black resigns.

80. (Popov-Buljovcic, 66) 26 Re8+! Rxe8 27 Qxg7+! Kxg7 28 fxe8=N+! Even if you have not got any knights, you must always think of the knight fork. But it must be said that knight promotion hardly plays a role in more than one out of a thousand master games.

81. White keeps the draw by 1 Qxe6+! Kxe6 2 gxf5+ and Rxg2.

82. (Bronstein-Kottnauer, 46) Mate in three by 1 Qh7+!

83. (Georgadze-Kuindzhy, Tbilisi 73) 47 ...Qf2+ !! 48 Qxf2 Rh5+ 49 Bxh5 g5 mate. A determined unpinning.

84. (Ciocaltea-Sandor, Varna 69) 1 Qh5 h6 2 Rxe6! fxe6 2 Qg6 (a well known type of double threat) Rf6 4 Qh7+ Kf8 5 Qh8+ Ke7 6 Qxg7+ Black resigns.

85. (Bird-Englisch) White has just made a sacrifice on e8 hoping for 1 ...Rxe8 2 Nxf6 with a clear win because of the double threat. But what happened was 1 ...Rh5+! 2 Kg1 Rxe8 3 Nxf6 Rh1+ 4 Kxh1 Re1+ 5 Kh2 Rh1+ 6 Kxh1 stalemate! The most important thing here is the right sequence of moves, so Rh5+ before Rxe8.

86. (Yuferov-Gusev, 73) After Bf1! White resigned. He could not tolerate the rook being deflected from the defence of h2: 2 Rxf1 Qxh2+ 3 Ke1 Rc1 mate. 2 Ke1 Qg2 was no better.

87. (Bronstein-Wade) First the defence of the square b4 is removed. 28 Bxd5! Bxd5. Then 29 Nd7+! Nxd7 30 Bb4+ Kg7 31 Rxe8 with a winning position. The defence was also removed from e8.

88. (Keres-Schmid, Zurich 61) 25 Rxc6+! Kb8 26 Qd5 Qxf2 27 Qd6+ Ka8 28 Bb7+! Kxb7 29 Rc7+ and mate in a couple of moves. After 25 ...Kb8 the black position was completely destroyed and White could win in many ways. 25 ...Kxc6 26 Qc4 would have been a true magnetic variation.

89. (Polish correspondence game) 27 ...Qg5+! 28 Bf4 Rb1+! and mate in two moves by Qb2. A fine queen manoeuvre with a tempo win.

90. (Vukovic-Deutsch, Zagreb 20) 1 Qd8+! Kxd8 2 Bg5+ Ke8 3 Rd8+ Kf7 4 e6+! Kxc6 5 Nf4+ Kf7 6 Ne5 mate. Double check! And also a nice evacuation of the square e5. However, anyone who knows No. 40 will look closely at Qd8+.

91. (Cherepkov-Sazanov, 68) 1 ...Rxd4!! 2 Nf3 Rexe4 White resigns. The back rank! After 2 Qc3 Rxe4 the position would also have been hopeless. The queen on b4 and the rook on e4 were both supposed to keep in contact with the square e1, so neither of them could take the cheeky rook. The fact that Rxd4 had such a powerful effect was, of course because it was a double attack.

92. (Uhlmann-Hennings, 68) The first move that should be looked at is, of course, Rxc5, after which Bxf7+ must win the queen. But is that not too expensive? 24 Rxc5 Qxc5 25 Bxf7+ Kh8 26 Qxc5 Rxd1+ 27 Kf2 Rxf7. Now, the part which is hard to calculate, especially if one does not really believe in the variation (and the opponent has just allowed it with 23 ...Ng6-e7 ...) 28 Qh5! attacks both rooks, and they cannot cover each other. After 28 ...Rd2+ 29 Ke1 Black can

resign. A rather uncommon case where the two rooks cannot defend one another. (Uhlmann missed the combination and played 24 Bf3?).

93. (Tal-NN, simultaneous) 1 Bb6! Qxb6 2 Qh4+ f6 3 Qxb4+ and mate on f8. Before the queen manoeuvre the black queen was deflected from the defence of b4, for at that time d8 had to be kept guarded.

94. (Roth-Baumgarten, Switzerland 59) The most accurate sequence of moves is 38 ...Rd1+! 39 Rxd1 Bf2+ 40 Kf1 e2+ 41 Kxf2 exd1=N and wins. The game went 38 ...Bf2+ 39 Kf1 Rd1+ 40 Ke2 Rd2+ 41 Qxd2 exd2+ 42 Kxf2 Bf3! 43 Nd6 Rf8. White resigned. He may have been pressed for time, because of the control at move 40. The decoy of the white rook is charming. We remind you once again that a piece does not control the square on which it stands.

95. (Reggio-Mieses, Monte Carlo 1902) If only Qe3+ were playable... The white queen must be deflected, and 1 ...Bh4+ does no good because of 2 Ke2. However, Mieses played 1 ...Rg3!! 2 Qxg3 Bh4! and won.

96. (Larsen-Szabo, Beverwijk 67) 32 Bd3! Nxc3 33 Qxe5! Qh2 34 Rb5! Qxf2+ 35 Kh3 Rf8 36 Qxc3 with a decisive advantage. After 33 ...Qb4 34 Rb5! Rxb5 35 Qe8+ Qf8 36 Bxh7+ White ought to win without trouble too. A series of double attacks, line blockading, back rank, and, in the variation, the deflection Bxh7+.

97. (Gligoric-Nievergelt, Zurich 59) 28 Nf5+! exf5 29 exf6+ resigns (29 ...Kf8 30 Rxc6!). 28 ...Kf8 would also have been answered by Rxc6. So the main idea was the back rank, but the prelude is very surprising. Who was to know that it was so important for White to open the line from d6 to f6? Nievergelt forgot to be suspicious when he played 27 ...Bh6xf4??

98. (Tal-Nievergelt, Zurich 59) 34 Qh6! Rd8 35 Bxa6 Bd2 36 Qf6 Qd7 37 Bxc8 Black resigns. 34 Qh6! was a double threat to h8 and a6, and the queen could not be taken because of 35 Rxc8+, a sort of back rank threat.

99. (Keres-Gligoric, Zurich 59) 33 Rxd3! cxd3 3 34 Bb3+ Kh8 35 Nxf6! Rxf6 36 Ng5 Rxf2+!? 37 Kg1 (37 Kxf2? Qc5+) Rf1+ 38 Kh2 resigns. First a diagonal was opened, then the defence of the square g5 was removed. The pin of the knight on d7 played an important part, since the black queen was undefended.

100. (Hamann - Brinck-Claussen, Hastings 62-63) 16 ...Bxg2! 17 Kxg2 Bxc3! 18 bxc3 Nd5! White resigned. First the defence was removed from the bishop on e3 and then from the queen on a4. Black was now ready to show how unreliable the pin of the knight on b4 was.

CHAPTER 2: Find the plan

Logic and common sense

The big leap forward for a chess player probably takes place when he discovers the logic of the game. This can be compared to the game's own history. Philidor had the idea that the pawns were the soul of chess, but when everything is considered, that is nonsense. If the game has a soul, then it is not attached to just one kind of chess-man. However, he wanted to stress something which had so far been underestimated. Later Steinitz said, *'I can understand that a genius wins against a mediocre player, using some elegant combinations, but what happens when two geniuses meet?*' Steinitz thought a lot about this and reached the conclusion that against correct defence an attack could lead to victory only if the attacker was in the better position to start with. This is now commonly accepted, and so it should be if there is any justice in this world. But a hundred years ago hardly anybody thought this way. The art of defence was on a much lower level than the art of attack.

In any reasonably interesting position there are advantages on both sides. To judge which side stands better may not be at all easy. However, it is logical to try to make the most of an advantage.

In all of the positions I have chosen for this section it is possible to get quite a long way with just common sense and logical thought. In nearly all of the positions there is also a clear connection between the correct plan and the introductory moves. In each case **the keen student ought to ask himself the following questions**:

Who stands better at first glance?

What is the correct plan?

What is the strongest first move?

Now, after having looked more closely, who do you think stands better?

Is the advantage small, important, or decisive?

The initial judgement will be changed in some cases when the correct first move has been discovered. That is quite all right! It also happens that masters, at first sight, judge a position to be even, but then discover a fiendish move which gives one side a decisive advantage. It is probably just this, in reverse of course, that happens in many cases when a master makes a mistake! He makes a move, counting on being in a good position, and often he discovers his error the moment he lets go of the piece!

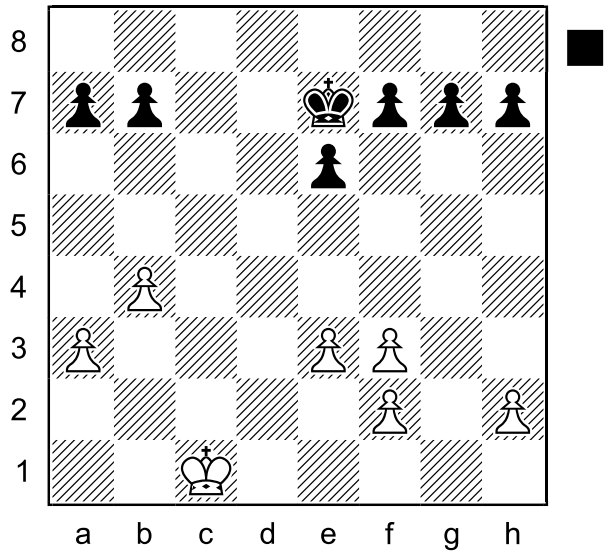
This book can of course be read in many ways. But you must not read it quickly. Bear in mind that a master has an average of four minutes for each move, and the positions here represent critical moments where there might well be good reason to think for much longer, And, in this connection, **you should ask yourself the following questions**: Is there any material advantage? Who has the better pawn position? What sort of pawn offensive must I aim at? Is there an exchange of pieces that

is especially preferable? Is there any piece working only at half speed just now? Are there any holes in my or the opponent's positions? Who has the majority in the centre? Are some squares, in the centre or elsewhere, of special importance?

When exercises of this kind are fairly easy, then the concept of the 'bad bishop' will frequently crop up. Let it be clear that a bad bishop is a bishop whose movement is restricted by its own pawns. The centre pawns are of special importance. A bad bishop which gets out of the pawn chain can be very strong in the middlegame, where it can co-operate with other pieces. But in the endgame it can be 'bad '. A statement such as 'In this position the bad bishop is very strong' contains no contradiction when one understands it...

Some of the exercises are from the same family, but have not been placed together. It is not going to be that easy. When playing a tournament game, you cannot receive any help; a master must not tell you that the theme of the day is to create a weakness in the opponent's pawn position or attack the king. Later, certain themes can be picked out for revision from the index at the back. At the outset it is as well to start with No. 1. I have placed the easiest exercises at the beginning, and some of the ones that I find hardest at the back. If the reader thinks differently that might be because he has learnt something from studying the answers, and that was just the idea.

*** [Editor's note] Just for the remainder**: take notice *this is an exclusive edition of the book* – for all the people who has contributed to the chess community. This means – you have the privilege to be among the best ones!



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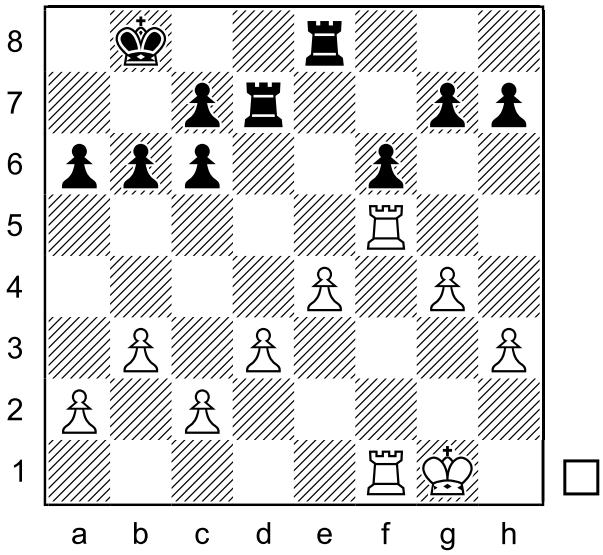

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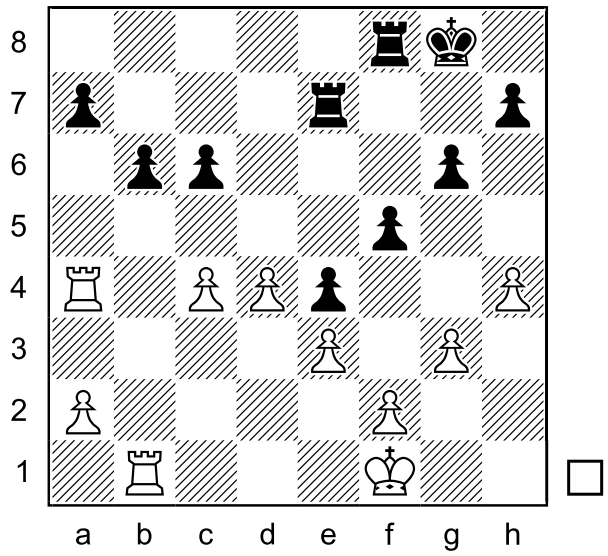

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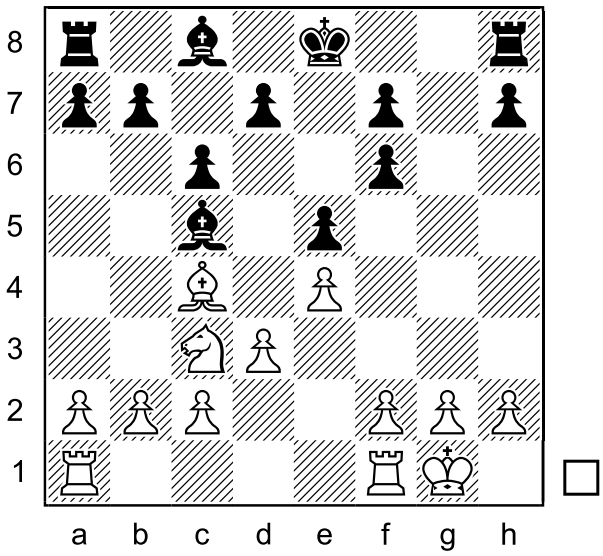

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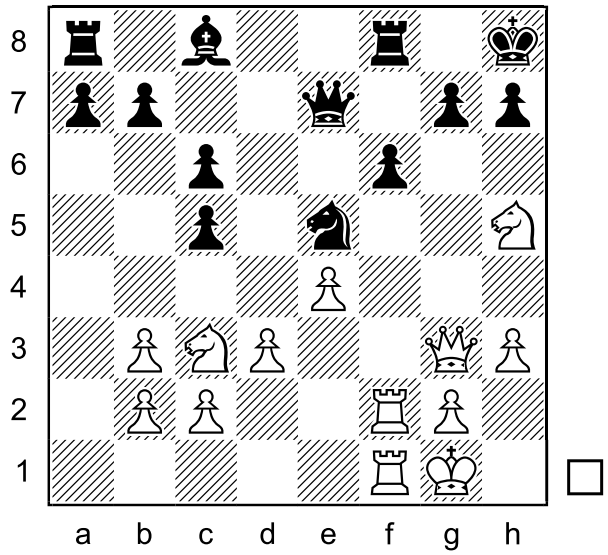

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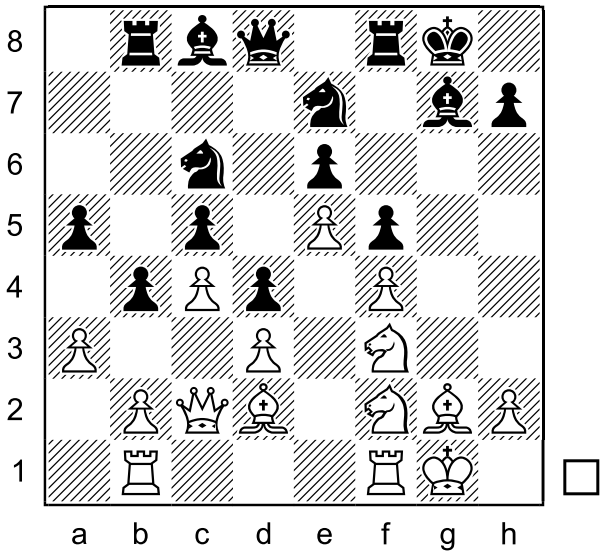

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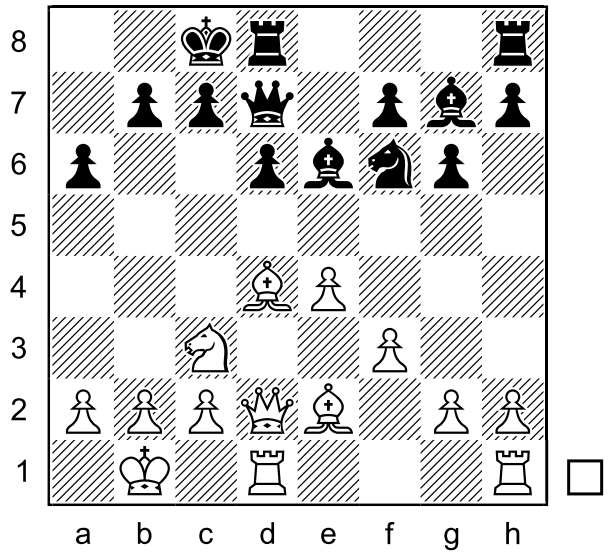

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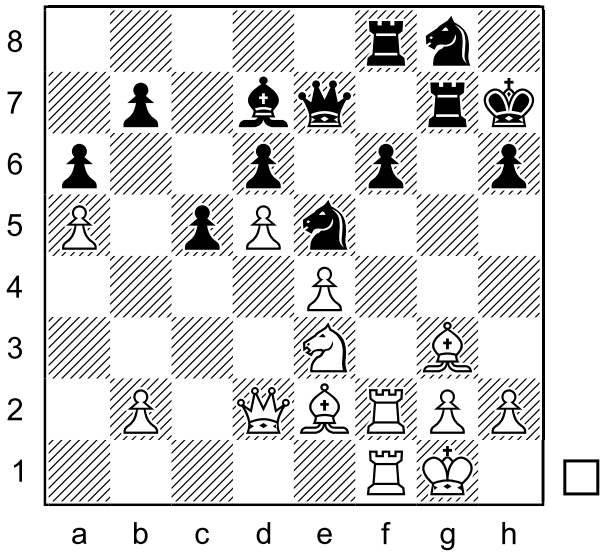

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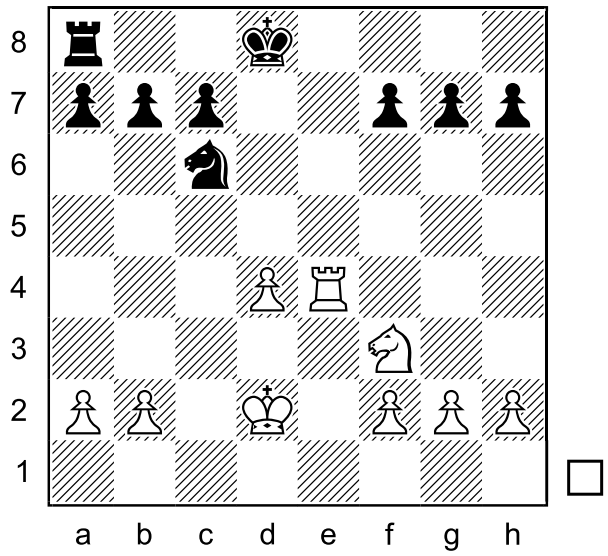

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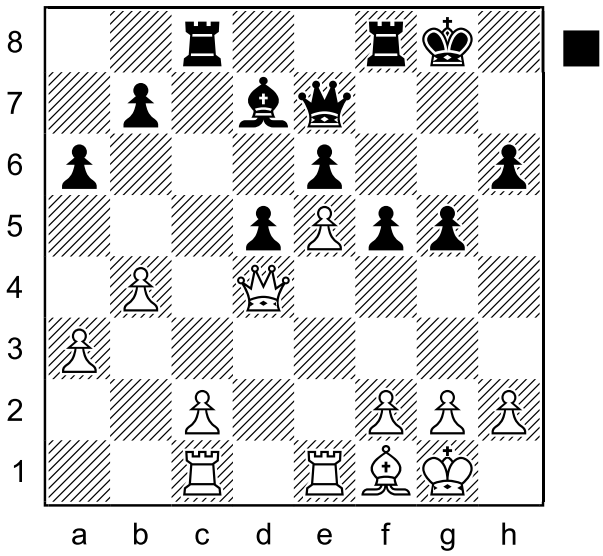

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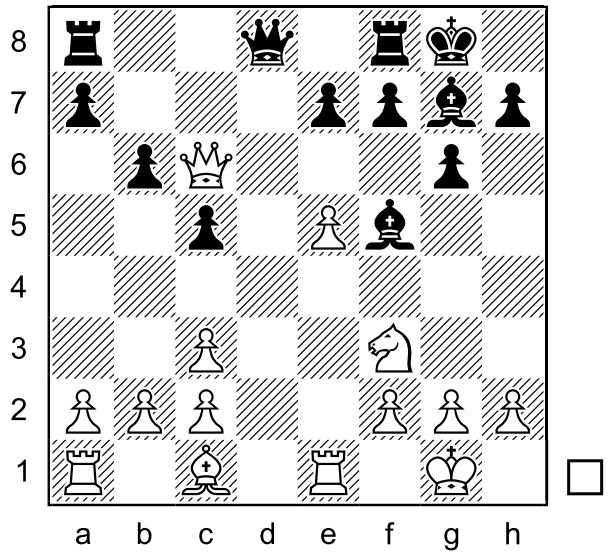

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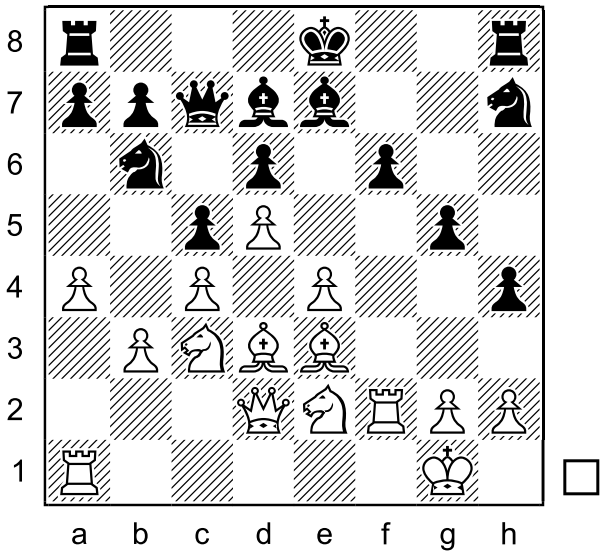

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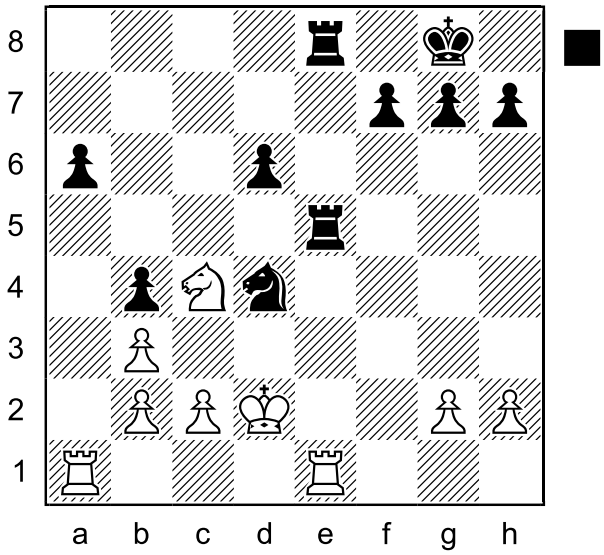

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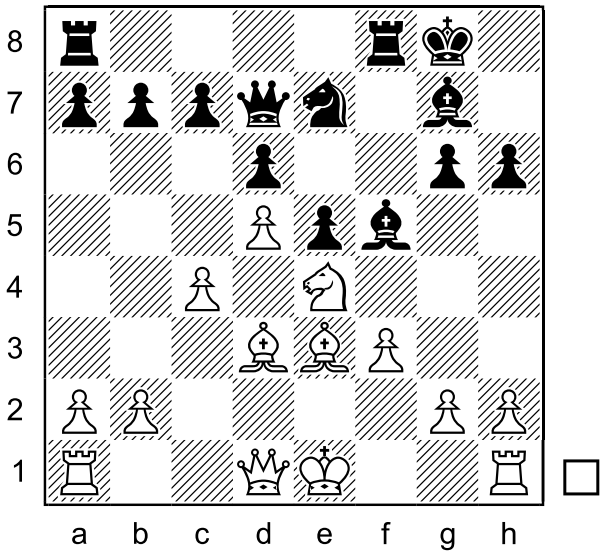

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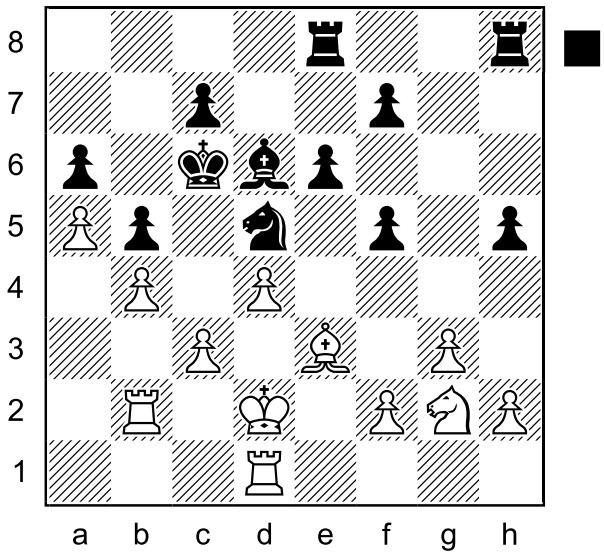

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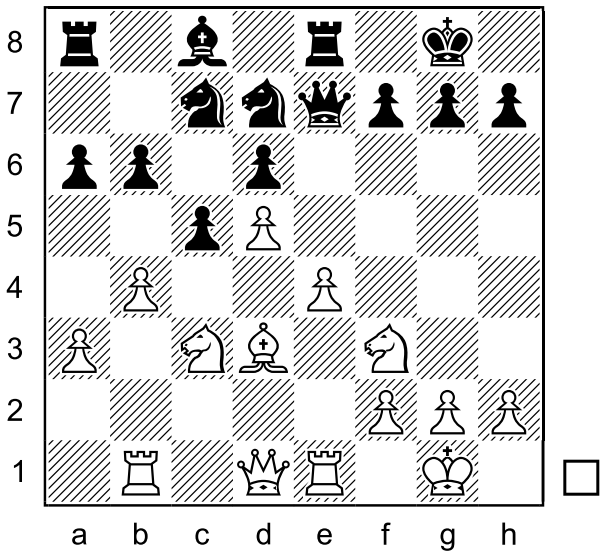

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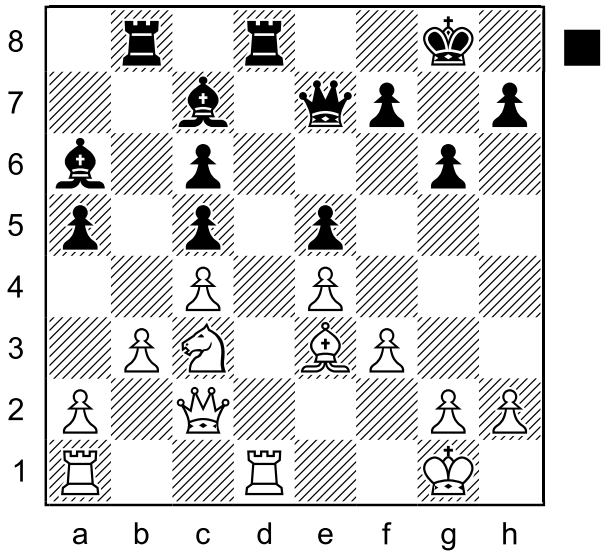

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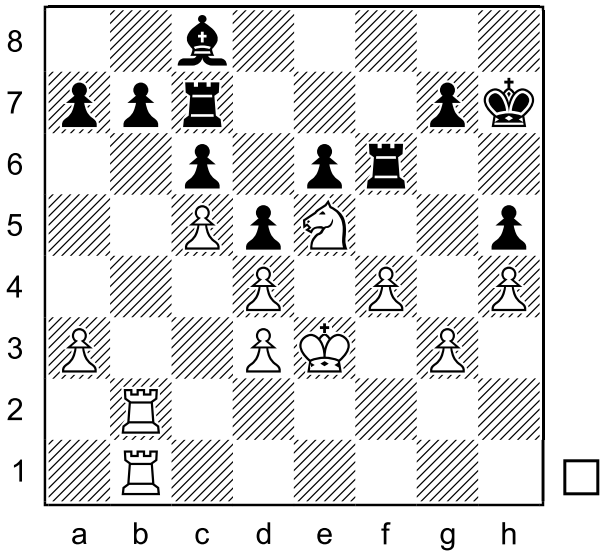

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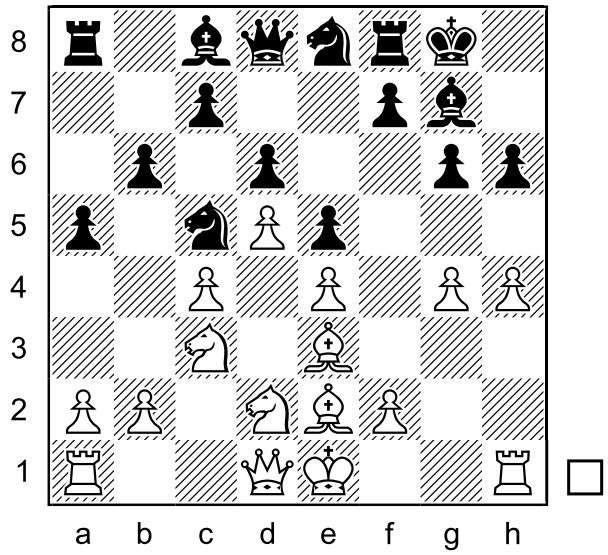

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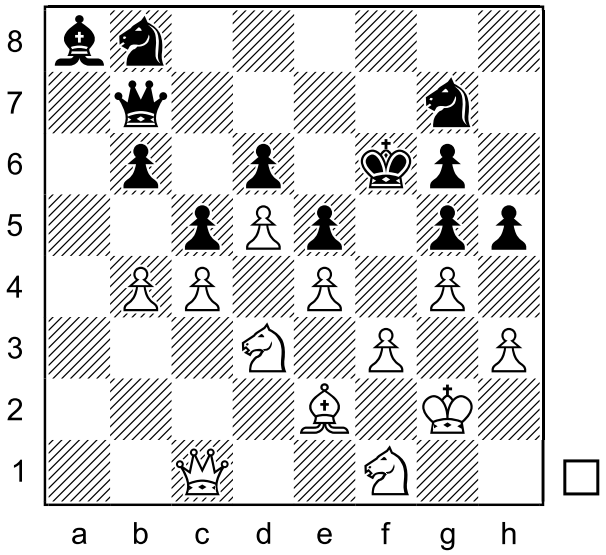

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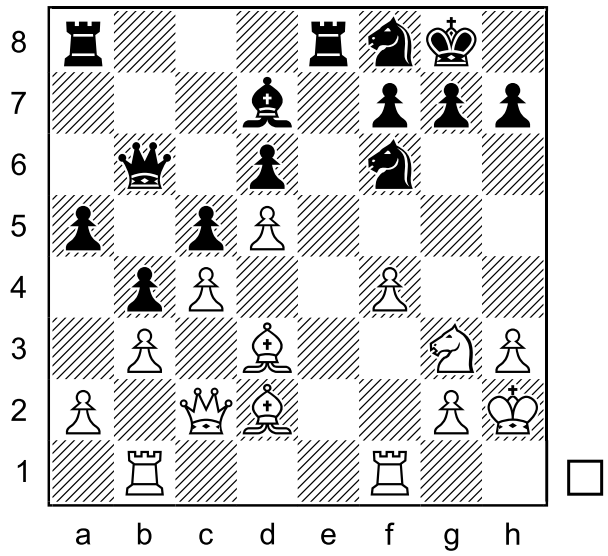

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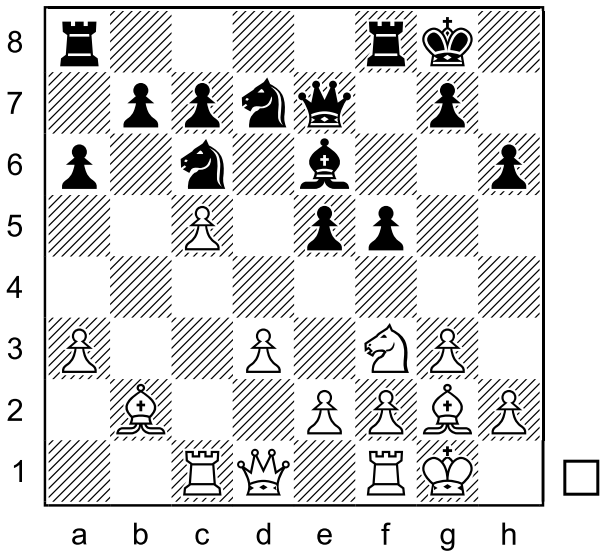

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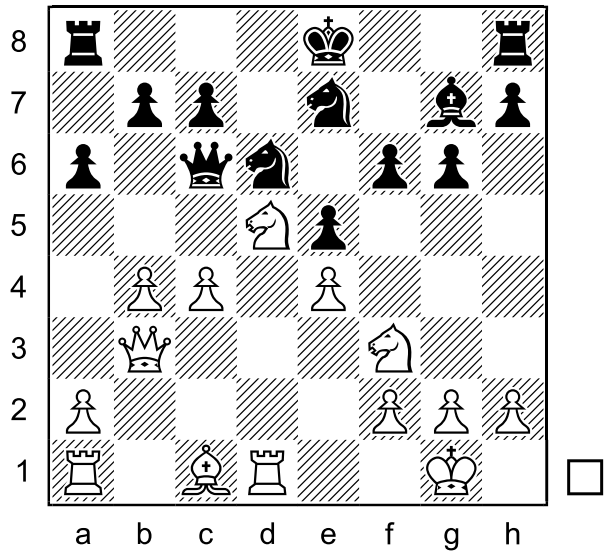

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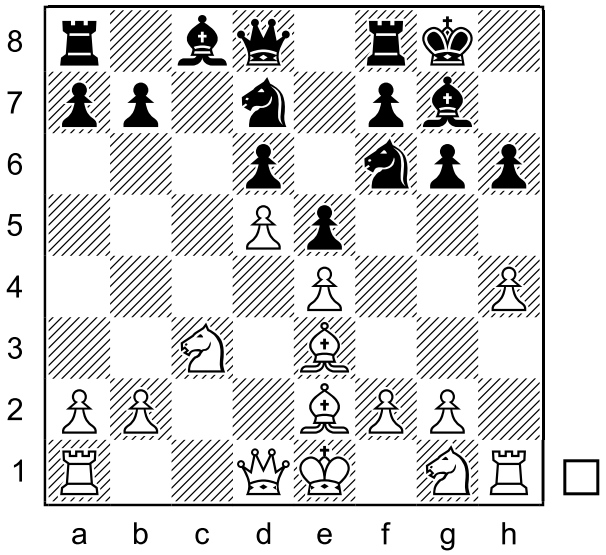

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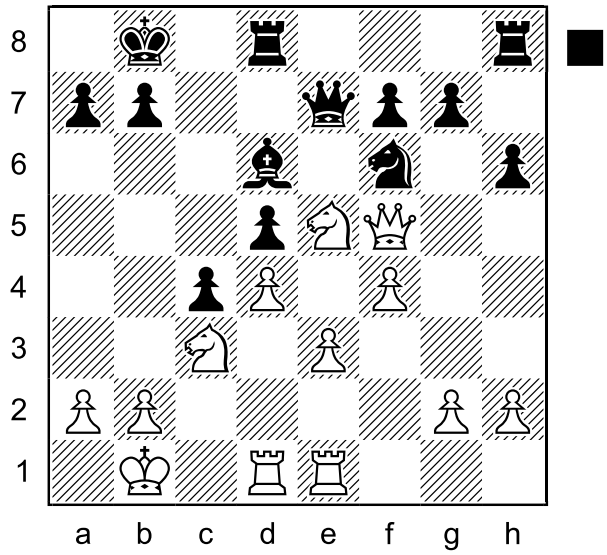

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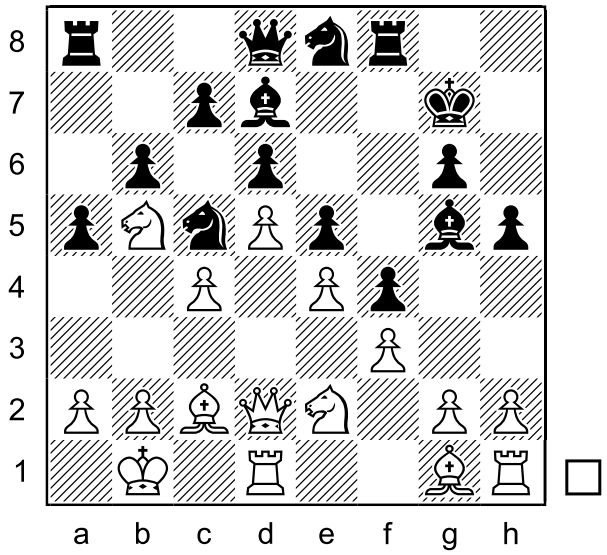

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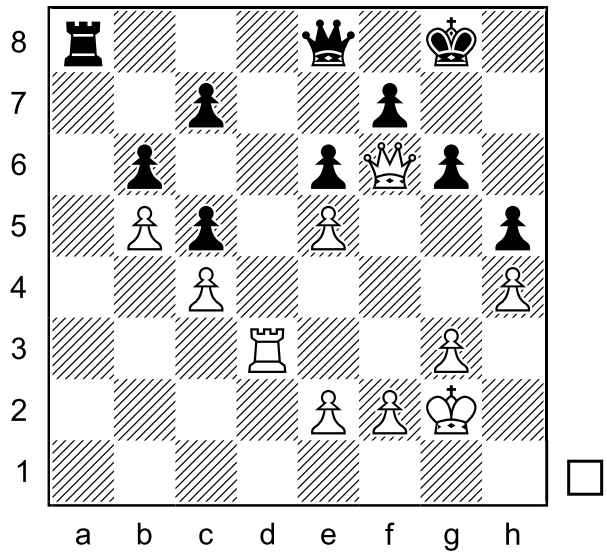

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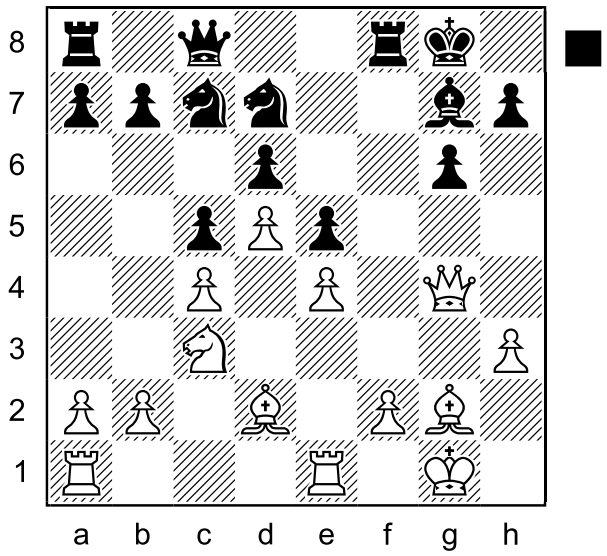

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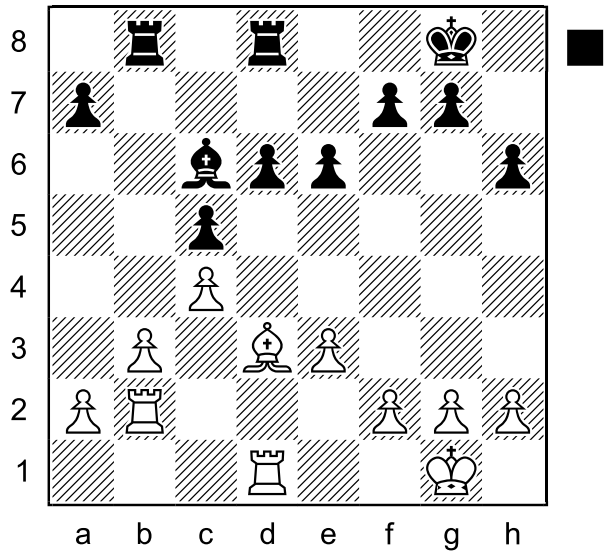

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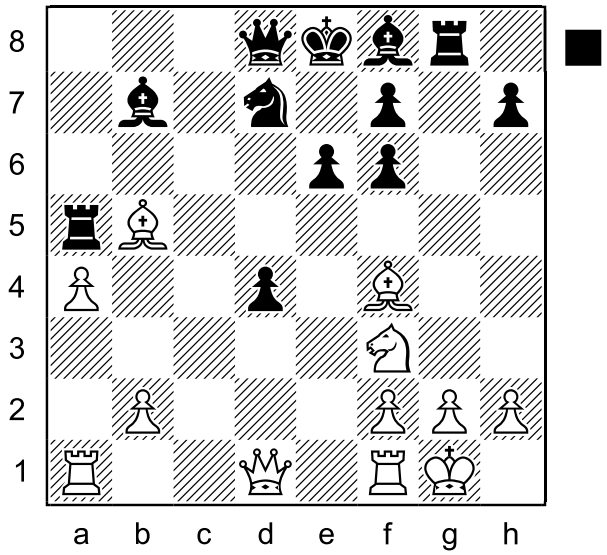

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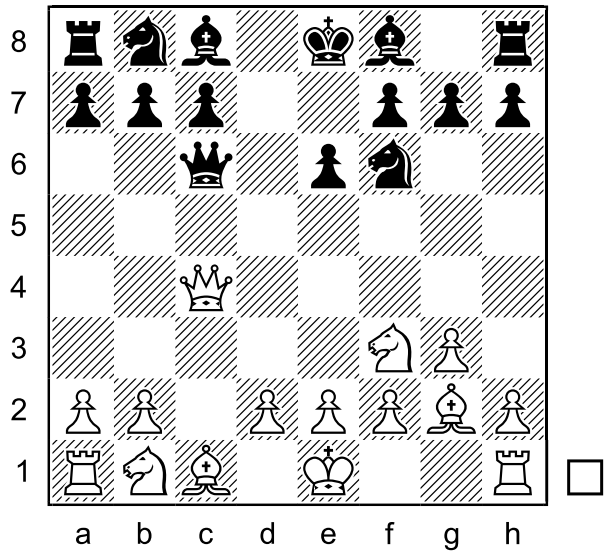

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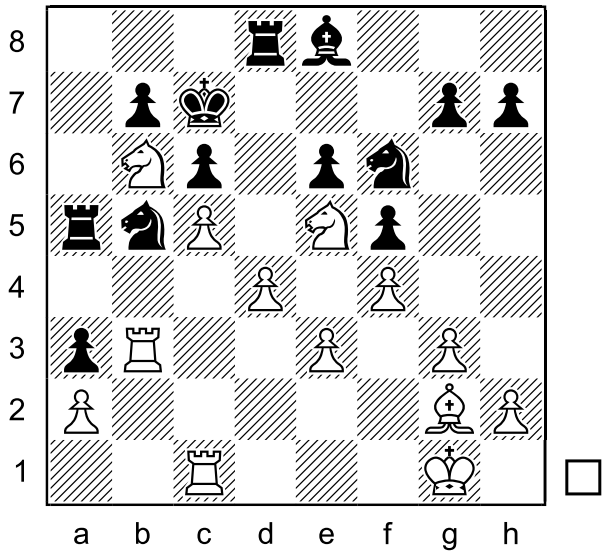

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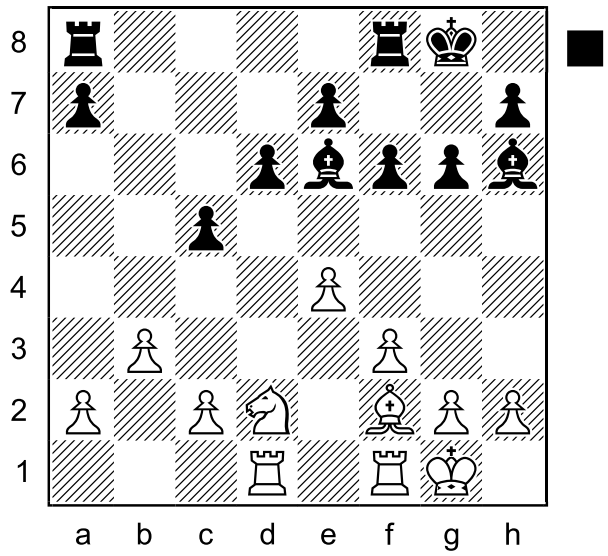

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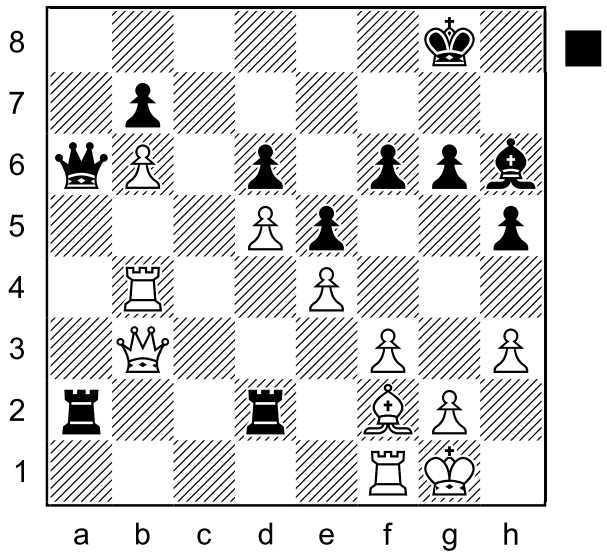

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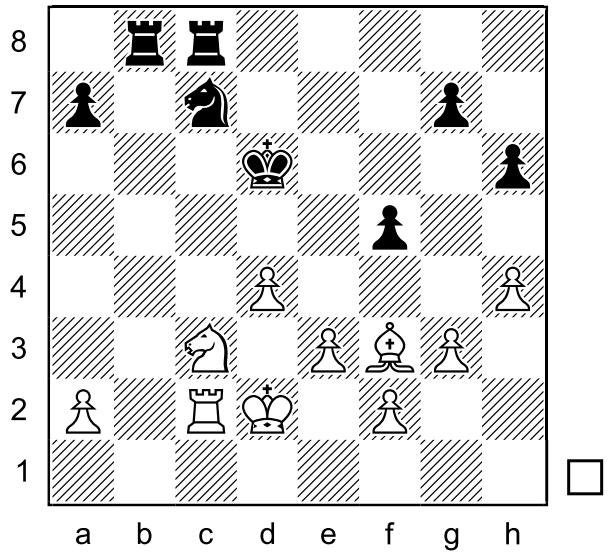

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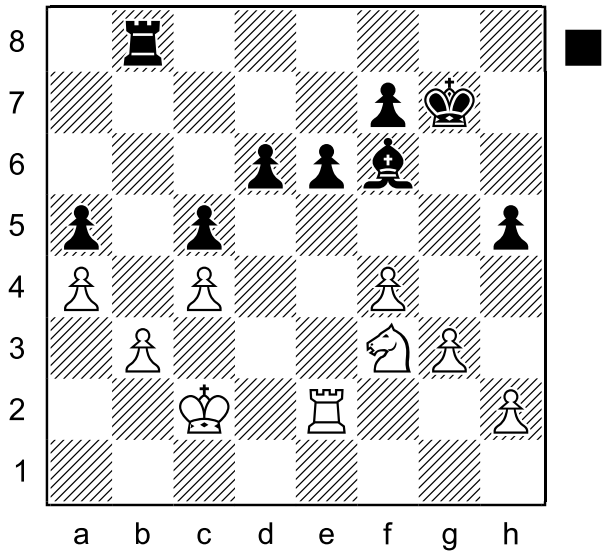

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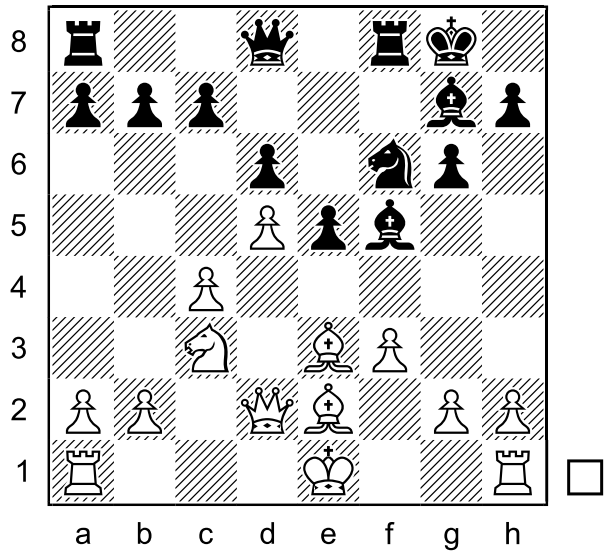

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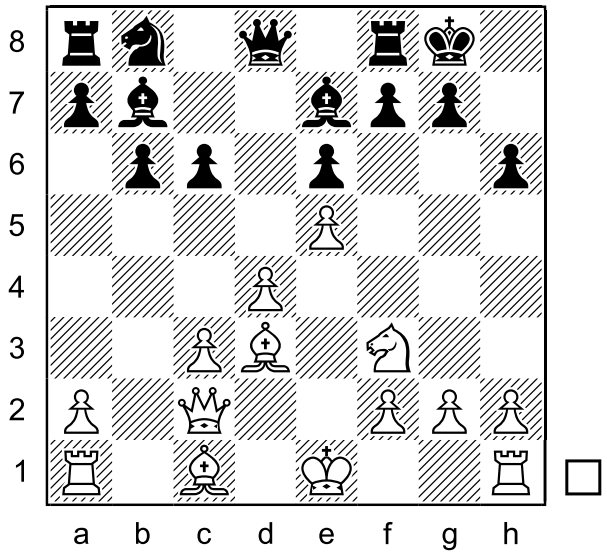

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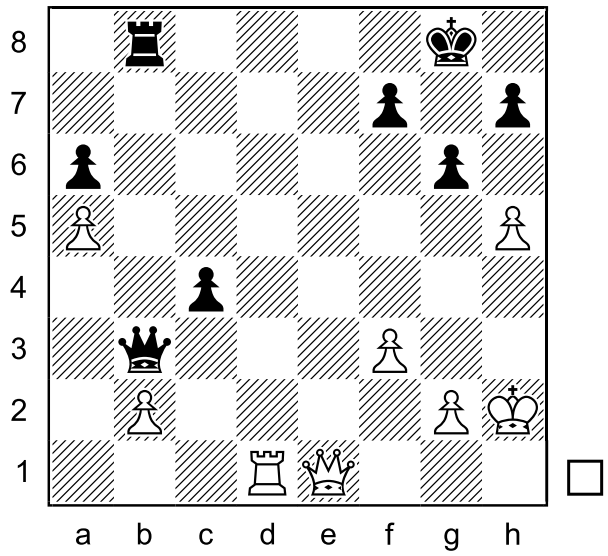

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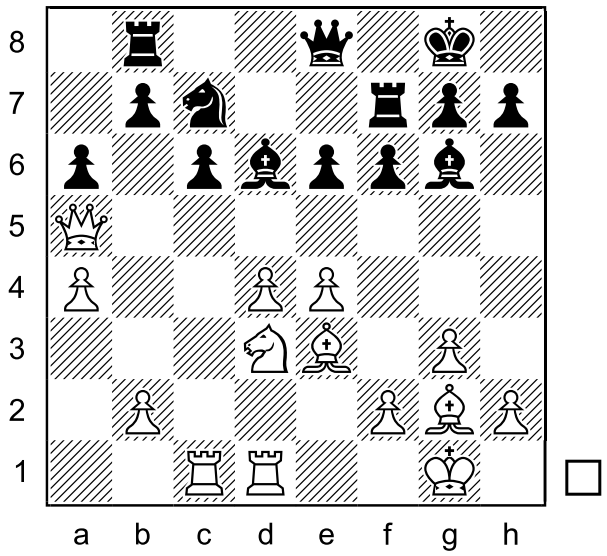
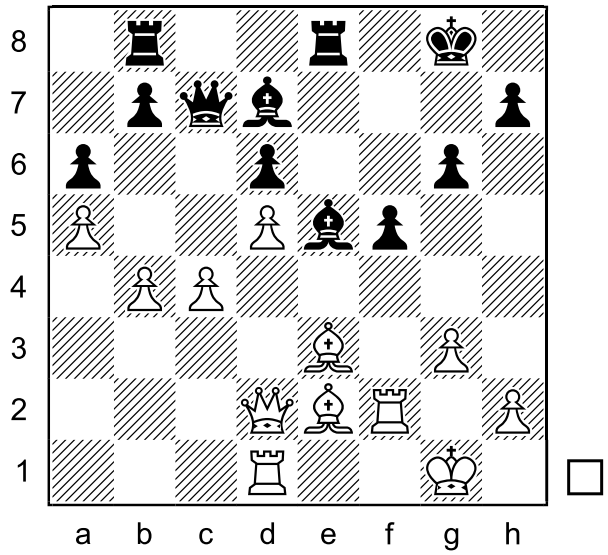
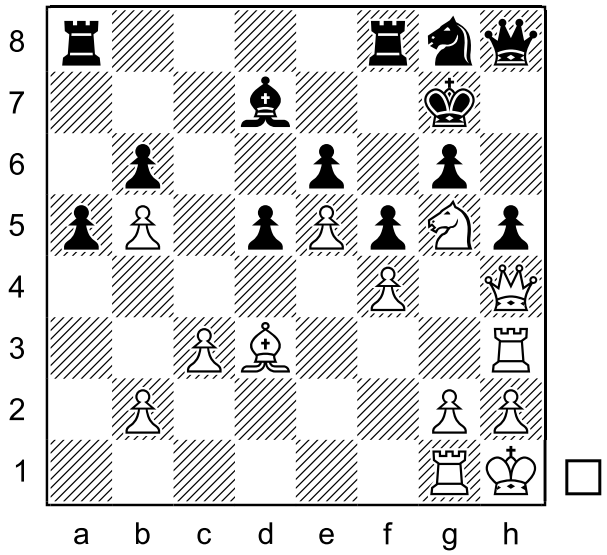


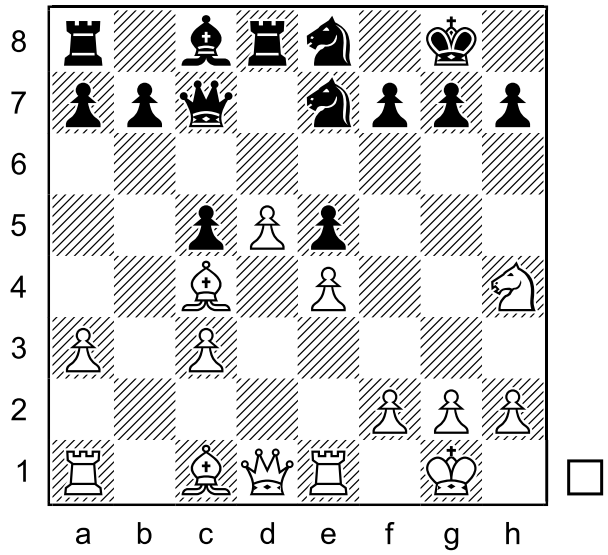
40.White to move



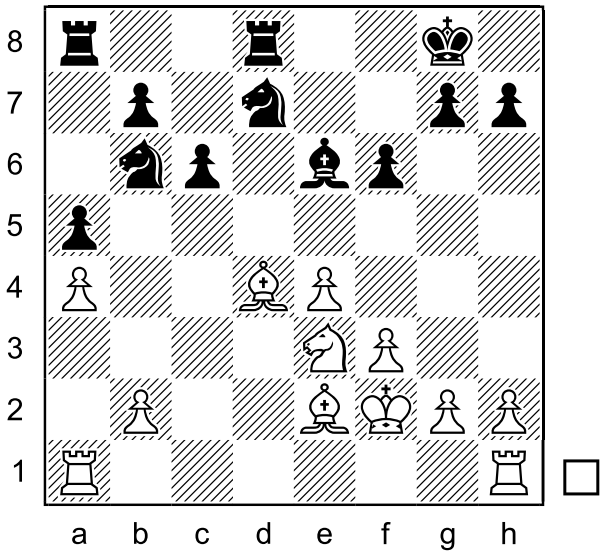
41.White to move



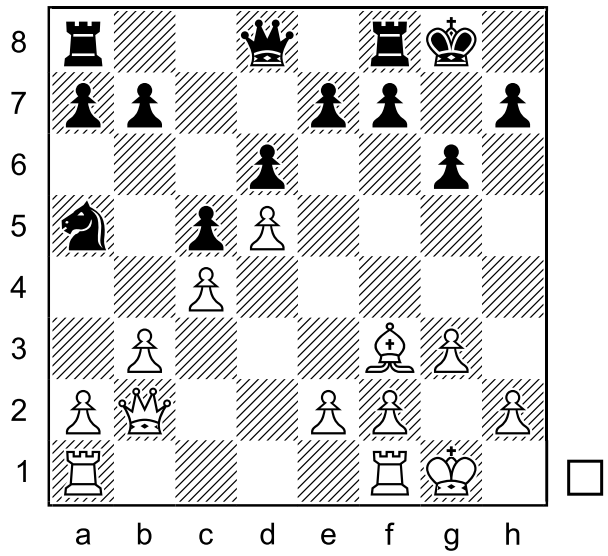
42.White to move



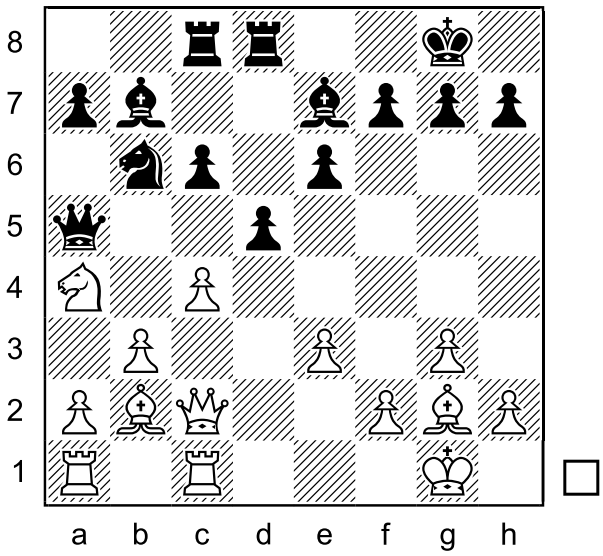
43.White to move



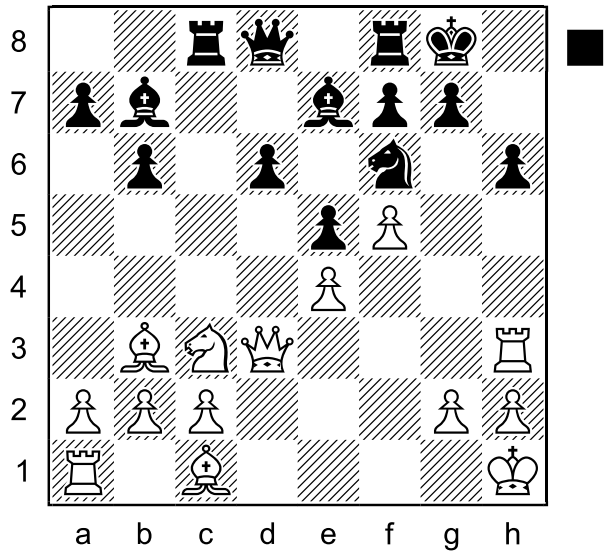
44.White to move



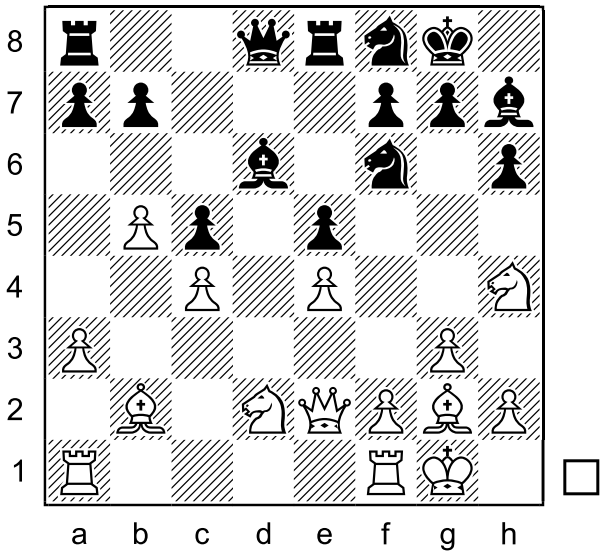
45.White to move



46.White to move



47.Black to move



48.White to move

SOLUTIONS

1. (Cohn-Rubinstein, St. Petersburg 1909)

The position was reached after an error of judgement by White: 24 Ra1-c1?? Rc4xc1 25 Kd2xc1. Rubinstein had foreseen that this pawn endgame was won. In this position the winning procedure can be worked out exactly. It starts with 25...Kf6!!, and the plan is to attack the isolated h-pawn and thereby force the white king to g1. After that some pawns are played forward for exchange and then the board is 'cleaned' so that the black king can go 'west' from h3, and take a pawn, perhaps on e3 or e4 or perhaps right over on the queen's wing.

So, this is really quite an obvious plan, considering that the need for White to defend his h-pawn is foreseeable. The question is whether White can manage to take the pawns on a7 and b7 and to queen on b8 just as fast as Black can get to h1. However this is a very simple calculation. We continue with the game: 25...Kf6! 26 Kd2 Kg5 27 Ke2 (A simple analysis of the white counter attack is: 27 Kd3 Kh4 28 Kd4 Kh3 29 Kc5 Kxh2 30 b5 Kg2 31 Kd6 h5 32 Kc7 h4 33 Kxb7 h3 34 Kxa7 h2 35 b6 h1=Q 36 b7 Qa1 with the exchange of the new queens and an easy win. Later one might discover that Black can win yet another tempo with 32...b6). 27...Kh4 28 Kf1 Kh3 29 Kg1 e5. (The first part of the plan has been carried out, and now the second part is naturally introduced by a 'positional' move, which 'restrains' the doubled white pawns. 30 e4 leads to a loss after 30...g5 31 Kh1 h5 32 Kg1 h4 33 Kh1 g4 34 fxg4 Kxg4 35 Kg2 h3+ 36 Kf1 Kf3) 30 Kh1 b5 31 Kg1 f5 32 Kh1 g5 33 Kg1 h5 34 Kh1 g4 35 e4. (Or 35 fxg4 fxg4 36 Kg1 e4 37 Kh1 h4 38 Kg1 g3 39 hxg3 hxg3 40 Kf1 Kh2 (40...g2+ 41 Kg1 a6! also wins, but I have shown the other solution which could have been used if White had played 30 b5) 41 fxg3 Kxg3 42 Ke2 Kg2 with zugzwang, forcing the white king to move away from the e3 pawn) 35...fxe4 36 fxe4 h4 37 Kg1 g3 38 hxg3 hxg3. White resigned because of 39 f4 exf4 40 e5 g2 41 e6 Kg3 42 e7 f3 43 e8=Q f2 mate!

2. (Capablanca-Janowski, New York 1913)

White stands better! Whether the advantage is decisive with the best defence is hard to say, and the continuation of the game is of no help, as Janowski did not defend himself very well. But what is the advantage? We can mention the doubled black pawns and the fact that White has good centre pawns. Then we can indicate the plan, which is to carry out a minority attack on the king's wing, and so, the push g4-g5. This will lead either to Black having a very weak pawn on f6, or else (after fxg5) the e4-pawn will suddenly become a very strong passed pawn. Such a passed pawn in the centre is better than the black pawn majority on the king's wing.

This is all very well, but first we shall deprive Black of his counterplay. Of what does that consist? Something like c6-c5, Kb7-c6, b6-b5 and at a good (for White bad) moment, c5-c4! In the diagrammed position no master would be in doubt that 28 b4! is the right move. The doubled black pawn is kept in its place or constricted by this move. There followed: 28 b4! Kb7(?) (There is nothing

to do on this wing and the black king should rush to the king's wing) 29 Kf2 b5(?) (With the plan a5, but White gets there before him) 30 a4! Rd4 (After 30...bxa4 31 Ra1 or 31 Ra5 the black pawn position is lamentable) 31 Rb1 Re5 (According to Capablanca, Kc8 is better) 32 Ke3 Rd7 33 a5 Re6 (33 ...Rxe5 34 gxf5 would increase White's majority in the centre) 34 Rbf1 Rde7 35 g5 (Had black played h6, and White h4, Black would have incurred an isolated pawn at once) 35...fxg5 36 Rxg5 Rh6 37 Rg3 Rhe6 (Or else d4 and d5) 38 h4 g6 39 Rg5 h6 40 Rg4 Reg7 41 d4 Kc8 42 Rf8+ Kb7 43 e5 g5 4 Ke4 Ree7 45 hxg5 hxg5 46 Rf5 Kc8 47 Rgxg5 Rh7 48 Rh5 Kd7 9 Rxh7 Rxh7 50 Rf8 Rh4+ 51 Kd3 Rh3+ 52 Kd2 c5 (Desperation, White threatened Ra8) 53 bxc5 Ra3 54 d5 Black resigned.

Was the position already won after 28 b4!? I am not sure, but I would have thought it extraordinary had Capablanca not won it against Janowski. With a good position and the better endgame technique he ought to win early every time. The move is rather like Nimzowitsch's famous rule for handling pawn weaknesses: restraint, blockade, destruction! 28 b4 together with the rook position on the 5th rank restrained the doubled black pawn; after 29...b5? it was in fact blockaded, but White had no need for destruction because, funnily enough, Black took care of that himself.

3. (Larsen-Boutteville, Lugano 1968)

White stands slightly better! Even in an endgame with so few pieces, it is of some importance to have a pawn majority in the centre. Apart from that, White can exchange the isolated a-pawn by playing it forward to a5. Then all the white pawns will be nicely connected, while Black has two groups or 'islands' to watch. This is not much, but if it is difficult to play endgames, then it must be even more difficult for the one who is the underdog!

We must advance the a-pawn, Rab4 comes into consideration, and the reply c5 does not spoil White's winning chances: 27 Rab4 c5?! 28 dxc5 bxc5 29 Rb7 Rff7 30 Rxe7 Rxe7 31 Rb8+ Kf7 32 Re8. However after, for example, 27 Rab4 Kf7 28 R4b2 Ke6 29 a4 Rb7 30 a5 Rfb8, perhaps followed by Kd7-c8, Black is in a very good defensive position, where all the time he threatens b6-b5.

White has a stronger move: 27 Ra6! Apparently he is shutting up his rook, but the rook is in a very fine position, and for a long time b5 is impossible because the pawn on c6 is hanging. After 27 Ra6! Re8 28 a4 Rb7 29 a5 Rcb8 Black has been forced into a very passive position (29...b5 is doubtful because of 30 d5!?) Now the white king starts into action on the king's wing, in which connection we will notice that the white rooks could come to assistance at any moment, and that the strange rook on a6 makes it impossible for the black king to enter the 6th rank because the reply c5 would win a pawn. 30 Kg2!? Kf8 (Or for example 30 ...h5 31 f3 exf3+ 32 Kxf3 Kg7 33 Kf4 Kf7 34 Rb2 (tempo move!!) Kg7 35 c5 bxc5 36 Rxb7+ Rxb7 37 dxc5 Rc7 38 Ke5, or 37...Rb4+ 38 Ke5 Re4+ 39 Kd6 Rxe3 40 Rxa7+ Kf6 41 Kxc6 Rxg3 42 Kd5 and the two white passed pawns win, e.g. 42...Ra3 43 c6 or 42...Rc3 43 Ra8. This variation shows some of White's possibilities.

Note that it would be foolish to exchange on b6, as the pawn on a7 is also a target for attack by the a6-rook) 31 h5 Kg7 32 hxg6 hxg6 33 g4 Kf7 34 Kg3 Kf6 (A strange *intermezzo*. White can now win a pawn, but after 35 c5 bxc5 36 Rxc6+ Kg5 37 Rxb7 Rxb7 38 Rxc5 Rb3 Black has good drawing chances) 35 f3 cxf3 36 gxf5 Kxf5 (Now the white centre pawns become very strong, but after 36 ...gxf5 37 Kxf3 a strong threat is c5, and the withdrawal of the king could be answered by 38 Kf4. An amusing variation is 37…Kg5 38 c5! bxc5 39 Rg1+ Kh5 40 Rxc6 cxd4 41 Rh1+ Kg5 42 Rch6 and mate next move!) 3 7 Kxf3 Kg5 36 Rg1+ Kh6 39 Ke2 Rc7 40 Rb1 Rcb7 41 Kd3 Kg7 42 e4 b5

(Desperation! But White was about to get connected passed pawns by d5) 43 cxb5 Rxb5 44 Rxa7+ Kh6 45 Rxb5 cxb5 46 a6 g5 47 Rb7 Ra8 48 a7 Kh5 49 e5 g4 50 e6 Kg6 51 e7 Black resigned. Connected passed pawns should not be separated, but here the e-pawn can manage alone: 51...Kf7 52 Rb8.

Was the position won after 27 Ra6!? That is hard to say, but Black's position was certainly difficult. In endgame studies clear proof of the win is needed, but in practical play the main point is to have winning chances.

4. (Larsen-Zuidema, Belgrade 1964)

11 Kh1! The weakness of Black's position lies, of course, in the doubled pawns on the f-file. White is also a little ahead in development, but with both queens off the board this is of slight advantage. Still, it is very important that White acts quickly, as on the plus side Black has the cherished bishop pair, and after f6-f5 it is possible to talk about a pawn majority in the centre. In the diagram position Black is about to play f5, and exf5 would not be at all wise because of the reply d7-d5. However, after 11 Kh1!, f5 does not work because of the reply 12 f4! with a strong attack.

Before judging the position, let us look at the whole game: 1 e4 e5 2 Bc4 Nf6 3 d3 Nc6 4 Nc3 Bc5 5 Bg5 Nd4 (?) 6 Nf3 Nxf3+ 7 Qxf3 c6 8 0-0 h6 9 Bxf6 Qxf6 10 Qxf6 gxf6 11 Kh1! d6 12 f4! Be6? 13 Bxe6 fxe6 14 fxe5 fxe5 15 Rf6 Ke7 16 Raf1 Raf8 17 Rxf8 Rxf8 18 Rxf6 Kxf8 (In my opinion White has a large advantage here because of the pawn majority on the king's wing. On the rest of the board Black's six pawns cannot create a passed pawn against the five white ones because of the doubled pawns) 19 g3 Kf7 20 Kg2 Bd4 21 Nd1 Kg6 22 Kf3 Kg5 23 h3 b5 24 c3 Bb6 25 Ne3 Kh5 26 Nc2 a5 27 b3 Kg5 28 a4 d5 29 axb5 cxb5 30 Na3! b4 31 cxb4 axb4 32 Nc2 Bc5 33 h4+ Kh5 34 Ne1 Bb6 35 Ng2 Bc5 36 g4+ Kg6 37 Ne1 Be7 38 Kg3 Bd8 39 Nc2 Be7 40 exd5! exd5 41 Ne3 e4. (Desperation. After 41...d4 the white king walks to e4. With all the pawns on black squares the black bishop would be hopelessly bad) 42 Nxd5 Bd6+ 43 Nf4+ Kf6 44 dxe4 Ke5 45 Kf3 Kd4 46 Nd5 Kd3 47 g5 hxg5 48 hxg5 Kc2 49 g6 Be5 50 Nxb4+ Kxb3 51 Nc6 Black resigned.

Let us return to the position in the diagram. After 11 Kh1! d6 12 f4! Black should have played 12 ...Ke7. After 13 fxe5 dxe5 14 Ne2 h5 15 Ng3 h4 16 Nf5+ Bxf5 17 Rxf5 Rag8 (17...Be3 also comes into consideration, with the idea Bg5) White stands somewhat better, since the two f-pawns are worth little more than one pawn – but, because of the opposite-coloured bishops, it is very doubtful whether the advantage would lead to a win if Black played well. White may do better to play 13 Ne2 with the possibility of c3 and d4. The advantage of maintaining the tension is clearly seen in the variation 13 ...Be6 (?) 14 Bxe6 fxe6 15 f5! where f5 becomes a hole in Black's position. To sum up, after 11 K h1! White had the better position, but it was hardly good enough to win against the best possible play by Black.

5. (Tartakower-Rubinstein, Moscow 1925)

White has set himself up aggressively on the king's wing, and as Black so far has no strong counter-attack ready anywhere, one must say that White stands a little better, even if Black's position seems solid. The knight is very nicely placed on e5. But what next? If it were Black to move, he would probably play Bd7, and Re8 next move, and that would take the edge off White 's attack. The attack must be

strengthened! The knight on c3, which at the moment is doing little other than preventing a5-a4, is mobilized: 19 Nd1! Bd7 20 Ne3. Just in time: now Be8 is impossible because of Nf5.

Rubinstein played 20...Rad8 21 Nf5 Bxf5 22 exf5 Qd7. Otherwise the knight on h5 would hop f4-e6. Now White can possibly aim at g2-g4 followed by Nf4, but he tried first to handle the matter with a piece attack, and as Rubinstein was asleep, he succeeded: 23 Rf4 Rfe8 24 Kh1 Re7 25 Re4 Rde8 26 Qh4 Kg8 27 Qf2 b6 28 Rfe1 Kh8 29 R1 e3 Kg8 (?) 30 Rg3 Kh8?? (30...Rf8!) 31 Rxg7! Rxg7 32 Nxf6 Qe7 33 Nxe8 Qxe8 34 Qf4 Re7 35 f6 Ng6 36 Rxe7 Nxe7 37 f7 Black resigned.

6. (Larsen-Gheorghiu, Havana 1966)

Obviously White cannot do anything on the queen's wing. Possibly neither can Black. However, on the king's wing White has the upper hand space wise, and if this close position is to be anything other than a draw, then White must try to start an attack. Now we reach the important question: where are the white knights to be placed? Well, the knight on f3 is well placed where it is, as it can move to g5, and if that is prevented by h6, it may be able to aim at the hole on g6 from h4 (though the bishop also wants that square). Where else is there something for a frisky horse to do? On h5 ! Therefore it would be embarrassing for White, without thinking, to play 22 Kh1 followed by Rg1. It is absolutely true that there is something about rooks and open files, but a rook on g1 does not guarantee that the position is won. Besides, it is not at all certain that h1 is the right square for the white king. He is off the open file, but on an open diagonal. In any case, as we must get the knight to g3 first of all, 22 Nh1! is definitely the best move.

Is White's position better in the diagrammed position? I would rather be White, as it is nice to have more space on the wing where the kings are. But I think there is no marked advantage. Against a good defence this close position ought to be a draw. Hero is the complete game: 1 g3 g6 2 Bg2 Bg7 3 Nc3 c5 4 d3 Nc6 5 f4 e6 6 Nf3 Nge7 7 0-0 0-0 8 a3 Nf5 9 Rb1 Rb8 10 Ne4 Qb6 11 Nf2 d5 12 g4 Nfd4 13 Nd2 Qd8 14 e4 Ne7 15 c3 Ndc6 16 Nf3 f5 17 gxf5 gxf5 18 e5 d4 19 c4 b5 20 Bd2 a5 21 Qc2 b4 (21 ...bxc4 22 dxc4! would give the knight on f2 a lovely square on d3. It would become an ideal 'blockade knight ' in the Nimzowitsch tradition. Besides acting as a stop-block in front of the black passed pawn, it would also attack c5, protect f4, and perhaps even support the offensive b4).

22 Nh1! Bd7 23 Ng3 Qe8 24 Ra1! (A good move, and particularly a psychological move against a man who is in time trouble. He gets nervous about the a-file opening, and closes the wing where perhaps he could have become a little more active) 24 ...b3? 25 Qd1 Bh6? (Not a good defence. If anything had to be done about the knight on g5, then h6 would have been best) 26 Qe2 Kh8 27 Rae1 (As the f-pawn might not stay on f4 it is wise to defend e5. Apparently White is not thinking at all about placing his rooks on the open g-file. An unusual idea in similar situations is to move the king to the locked queen's wing, but here it is unnecessary, and purely practically White wants to strike now, before Black clears the time control on move 40) 27...a4 28 Ng5 Rc8 29 Nh5 Ng8 30 Bf3 Nce7 31 Qg2 Ng6 32 Qh3 Bxg5 (Almost unavoidable because of the threat Nf6. But now White has a winning position!) 33 fxg5 Bc6 34 Nf6 Qf7 35 Bxc6 Rxc6 36 Qg3 Rfc8 37 h4 Nf8 38 Re2 R6c7 39 Rg2 Nd7 40 Bf4 Ngxf6 (This helps White, but there was no good defence against h5 followed by g6. Perhaps the Romanian grandmaster hoped that I would move the g-pawn again) 41 exf6 Rc6 42 h5! h6 (or e.g. 42 ...Qxh5 43 Rh2 Qg4 44 Qxg4 fxg4 45 g6!) 43 g6 Qxf6 44 Bxh6 e5 45 Qh3 Qe6 4 6 Qxf5 Qxf5 47 Rxf5 e4 48 Rf7 Black resigned.

7. (Yepez-Colan, Havana 1966)

(1 e4 e5 2 Nf3 Nc6 3 Bb5 d6 4 d4 Bd7 5 Nc3 exd4 6 Nxd4 g6 7 Be3 Bg7 8 Qd2 a6 9 Be2 Nf6 10 f3 Nxd4 (?) 11 Bxd4 Be6 12 0-0 -0 Qd7 13 Kb1 0-0-0?)

White stands somewhat freer, but is the black position not solid? Let us look a bit closer at the black king's position; perhaps there are sacrificial possibilities on a6? How does the queen get to a good attacking square? Thinking this way should bring out the strong manoeuvre Qg5-a5. In the game there followed 14 Qg5! h6 15 Qa5 Qe7 16 e5! Ne8 17 Bxa6 Qf8 (Or 17 ...bxa6 18 Qxa6+ Kd7 19 exd6 cxd6 20 Qb7+ with an easy win) 18 Bb5 c6 19 Bb6 Bxe5 20 Qa8+ Black resigned. Black could have put up more resistance with 16 ...dxe5 17 Bc5 Rd6, but that could lose the exchange. An extraordinary variation is 15 ...Qc6 16 Nd5! Bxd5 17 exd5 Qd7 18 Bxa6! Black 's best defence would have been 14 ...Nh5 or Ne8, but White definitely gets a very strong position with Qa5.

Some nice positional moves, without any edge, in the diagrammed position would be, for example, 14 Re1, 14 g4 and 14 Qe3 Kb8 15 Rd2. However, if Black gets the time he will exchange the black-squared bishops, e.g. after Rhe8, Qf8 and Nd7, after which White's territorial advantage is meaningless.

8. (Spassky-Fischer, Goteborg 1955)

White is winning! This is not immediately obvious, in view of the strong knight on c5, the weak pawn on e4, and the g-file. On the other hand f6 and h6 are weak for Black, and his bishop is tied to the job of keeping the white knight away from f5. Downright hopeless …? Yes, that is the situation after 29 Bxe5! White trades his good bishop for Black's good knight, and one of the points of this is that the other bishop gets some air. Black cannot play 29...Qxe5 because of 30 Nc4 Qe7 31 Qf4 winning a pawn.

After 29 ...dxe5 30 d6 1 Qd8 31 Bc4 this bishop has become very strong since by threatening on g8 it is really striking at f6. It would not have helped Black to play 30 …Qe8 31 Bc4 Be6 since after 32 Bxe6 Qxe6 33 Nf5 White can win in many ways, e.g. by attacking h6 with Rf3-h3, or by attacking the c5 pawn. The difference between the two knights in this position would be rather striking. Black hoped for counter threats such as at g2, and played 31 ...Bc6, but Spassky won elegantly: 32 Nf5 Rg5 33 h4 Rg6 34 Bxg8+ Rfxg8 35 Ne7 Bxc4 36 Nxg6 Rxg6 37 h5 1 Rg7 38 Rxf6 Rxg2+ 39 Qxg2 Bxg2 40 Rf8 Black resigned. He cannot save the queen because of mate on f7.

9. (Alekhine-Marshall, St Petersburg 1914)

(1 e4 e5 2 Nf3 Nf6 3 Nxe5 d6 4 Nf3 Nxe4 5 d4 d5 6 Bd3 Bd6 7 c4?! Bb4+ 8 Nbd2 Nxd2 (?) 9 Bxd2 Qe7+ 10 Qe2 Qxe2+ 11 Kxe2 Bxd2 12 Kxd2 Be6 13 cxd5 Bxd5 14 Rhe1+ Kd8 15 Be4 Bxe4 16 Rxe4 Re8 17 Rae1 Rxe4 18 Rxe4 Nc6 (18 ...Nd7 was no better because of 19 Ng5) White stands better! But only because of a simple tactical twist.

Certainly the white men are active, but unless something happens quickly then the isolated d -pawn can end up by being a serious weakness. 19 Ng5 does nothing in view of the reply Kd7! But 19 Rg4! g6 20 Rh4! wins an important pawn, as 20 ...h5 is answered by 21 g4! So, Black's tempo-loss in the opening and the lack of development of the rook on a8 brought their own punishment. Marshall played 20 ...Ke7 21 Rxh7 Rd8 22 Rh4 Rd5, and he very nearly got a draw, just because of the

isolated d-pawn. But a pawn is a pawn, and after having found the win of a pawn, the diagrammed position must be judged a win for White.

10. (Estrin-Pytel, Albena 1973)

After 19 ...Bb5! Black has a distinct positional advantage. This move prevents a white c4, and Black prepares to plant a rook on c4 and double or treble on the c-file. The isolated doubled pawn on the b-file is no weakness in this case. At the moment Black has no intention of doing anything on the king's wing except prevent White from attacking. As an example f4 must be answered by g4, so that White can open nothing other than, perhaps, the h-file, and that would be useful to Black. From c4 the rook may perhaps go to e4. In conjunction with the line-up on the c-file there is also the possibility of a push with the d-pawn, and a predictable endgame is one with the two black rooks on the c-file and a white pawn on c3 defended by rooks on c1 and c2, when Black would simply play d5-d4.

In the game poor White tried 20 Bd3 in order to strike back with the c-pawn if the bishops were to be exchanged. Black took it easy with 20 ...Bc4, and now he was ready to double rooks, and then he could exchange bishops later. White became desperate and played 21 h4?! gxh4 22 Qf4 Qg5 23 g3; he had to have counter-play on the king's wing. So he got an endgame with a pawn down – which he won!! I will spare the reader the rest of the game where Black, possibly pressed for time, made several mistakes. The move 19 ...Bb5! was the instructive move, and, believe me, it is not just a good position for Black, it is simply a winning position.

11. (Calvo-Menvielle, Arrecife 1973)

White has a clear advantage, but not really because of the extra pawn, since the doubled pawn is not worth much. However, White 's pawn on e5 is very strong; it constricts the black king's wing and gives White possibilities of attack. The fact that Black has the bishop pair is nothing to write home about as long as the sad bishop on g7 just stands and looks at the overprotected e5 pawn. As an experiment, remove the two e-pawns and then the position is rather equal. The funny thing is that White's next move looks as if he is trying to hold on to the c2 pawn, when what he is really thinking about is how to mate. Black discovers this too late: (1 e4 c5 2 Nf3 Nc6 3 Bb5 Nf6 4 e5 Nd5 5 0-0 g6 6 Nc3 Nxc3 7 dxc3! Bg7 8 Re1 0-0 9 Qd5!? b6?! 10 Bxc6 dxc6 11 Qxc6 Bf5) 12 Qa4! Qe8 (?) 13 Qh4! Qc6 (?) 14 Bh6!! Bxc2? 15 Ng5 f6 16 Qc4+ Kh8 17 Bxg7+ Kxg7 18 Ne6+ Black resigned.

12. (Nimzowitsch-Flohr, Bled 1931)

In order to get a good position out of this furniture warehouse the knight on b6 must flit to e5! White has a great advantage and can win in several ways. If you have thought of 19 b4 cxb4 20 Nb5 then you have some understanding of it, as the position is ready to be opened up, and Black must not be allowed to castle long in peace (his last move was 18 …f6).

But there is something more powerful, a move that the position is crying out for. Particularly the bishop on d3 is crying for it: 19 e5!! dxe5 20 Bg6+ Kd8 21 Ne4 Nc8 22 Bxh7 Rxh7 23 Nxf6. Black is completely crushed, but some further moves are included for their nice exchange sacrifice: 23 ...Rg7 24 Bxg5 Nd6 25 Bxh4 Nf5 26 Rxf5! Bxf5 27 d6 Qxd6 28 Qxd6+ Bxd6 29 Nh5+ Re7 30 Rf1 Bd3 (or 30

...Bg6 31 Rf8+ Be8 32 Ng7 with simplification into a won pawn endgame!) 31 Rf8+ Kd7 32 Rxa8 Bxe2 33 Bxe7 and White won easily.

How did Flohr get into such a position so quickly? A slight loss of tempo, some sloppy play, and a bit of carelessness: 1 c4 Nf6 2 Nc3 e6 3 e4 d6? 4 d4 e5 5 Nge2 Be7 6 f3 c6 7 Be3 Qc7 8 Qd2 Nbd7 9 d5 Nb6? 10 Ng3 Bd7 11 b3 h5 12 Bd3 g6 13 0-0 Nh7 14 a4 h4 15 Nge2 c5 (?) 16 f4! exf4 17 Rxf4 g5 (?) 18 Rf2 f6.

13. (Westerinen-Larsen, Havana 1967)

A tricky one! If you have been so occupied by positional judgement and planning that your tactical eye has become blurred, then here is a pick-me-up. Let us hope that you have not got completely lost in knight endgames after exchanging off, because ...there is a mate in three moves! Give a knight check on f3, and Westerinen will resign. His last move was 25 Ne3-c4?, but the position was already bad by then, e.g. 25 Rxa6 Nf5 26 Nxf5 Rxe1.

The human being is so constructed that it is easier to see the mating combination if the knight takes something on f3. Place a pawn on this square, then the task becomes easier!

14. (Larsen-Gannong, St. Johns 1970)

(1 c4 g6 2 Nc3 Bg7 3 d4 d6 4 e4 Nc6 5 Be3 e5 6 Nge2 f5 7 exf5 Bxf5? 8 d5 Nce7 9 Ng3 Nf6 10 Bd3 Qd7 11 Nce4 Nxe4 12 Nxe4 0-0 13 f3 h6?) White has a big advantage after 14 g4! Bxe4 15 Bxe4, B lack's bishop is bad; his knight has trouble finding a good square. The white bishop on e4, which theoretically ought to be 'bad ', because several pawns are placed on its own colour, is really very strong. It threatens in the direction of the black king 's position, which is distinctly sensitive because of the ill-considered move 13 ...h6 that can be explained by the wish to play g5 and Ng6. Perhaps Black was also scared of the manoeuvre Ne4-g5(-e6). We can also look at the situation in this way – on the queen's wing White has the more space, and on the king's wing Black can do nothing.

Black's best move in this bad, probably lost, position? Perhaps 15 ...c6 or c5. In the game he tried something really desperate, 15 ...b5, but after 16 c5! he could not be said to have achieved much. On the contrary, White now had a clear winning plan, namely to utilize the c-file. Of course White considered the black king too, and the position was so strong that neither opposite-coloured bishops nor other drawing stratagems would matter.

When it was all crowned by a queen sacrifice (it was not really much of a sacrifice) a spectator was so thrilled that he talked about putting up a beauty prize. I never saw anything of it though. So, from the diagram; 14 g4! Bxe4 15 Bxe4 b5?! 16 c5! dxc5 17 Bxc5 Rad8 18 Qb3 Kh8 19 0-0-0 Rf6 20 Kb1 Nc8 21 h4 Nd6 22 Bxd6 Rxd6 23 Rc1 Qf7 24 h5 g5 25 Rc5 a6 26 Rhc1 R6d7 27 Qc2 Bf8 28 Rxc7 Bd6 29 Rc6 Ra7 30 Qf2 Rdd7 31 Qb6 Qe7 32 Bf5 Rdb7 33 Rxd6! Rxb6 34 Rc8+ Kg7 35 Rxb6 Black resigned. Actually he played Qb4, but capitulated straight afterwards when he was sure that White could capture his rook by 36 Rg6+ Kf7 37 Be6+ Ke7 38 Rg7+.

Note how much the bishop on c4 accomplishes. It threatens the black king's wing and it holds the white position together by covering f3 and d5. Does one dare to call that 'bad'?

15. (Mieses-Alekhine, Baden-Baden 1925)

Black is winning! White's bishop is really wretched, all the pawns being on squares of the same colour. However, Black naturally needs an open file to force his way into the position, and as it turns out, h4 can be played right away. If White takes it, then f5-f4 wins a piece. So: 25 ...h4! 26 Kd3 hxg3 27 hxg3 Rh2 28 Nh4 (or 28 Rg1 Rg8! 29 Rbb1 Bxg3! 30 fxg3 Rxg3, and Black gets back the piece with an easy win) 28...Bxg3 29 Nf3 Rg2 30 Ne1 Rg1! (now 31 fxg3 Rxg3 perhaps followed by f4 will give a couple of pawns advantage to Black) 31 Re2 Bd6 32 Rc1 Rh8 33 Nf3 Rxc1 34 Bxc1 Rh3 White resigned.

After 25 ...h4 Alekhine indicates the variation 26 Rg1 Reg8 27 Rbb1 h3 28 Nf4 Bxf4 29 Bxf4 Nxf4 30 gxf4 Rg2 with an easily won rook endgame. Here the h-pawn is used to create a supporting point for the rook. But 27...hxg3 28 hxg3 Rh2 is more than good enough.

16. (Langeweg-Kanko, Havana 1966)

The move 17 e5 is tempting, doing a lot for the bishop on d3 and the rook on e1, and making d5 a potential passed pawn. And when it transpires that 17 ...Nxe5 18 Nxe5 dxe5 19 d6! (Qxd6? Bxh7+) wins a piece, then there is little to hesitate about. After 17 e5! White has a great advantage.

Apart from difficulties in the centre, Black also has problems on the b-file, but he has no time to play 17 ...b5 because of 18 Ne4! Nxe5 19 bxc5. Alternatively White could have played 17 bxc5 of course, with the intention 17 ...bxc5 18 e5!, but if Black realized what a bad position he is in, he would give up a pawn with 17 ...Nxc5 18 Rxb6 Bg4.

After 17 e5 Black ought to have played Qf8 in order to tempt White to an unclear sacrifice on h7. However, White has many favourable continuations such as 18 bxc5 bxc5 19 Ng5 h6 20 exd6 Qxd6 21 Nge4 followed by d6 and Nd5. Black broke down immediately: 17 e5! Bb7 18 bxc5 Nxc5 19 Rxb6 Bxd5 20 Nxd5 Nxd5 21 Bxh7+ Kxh7 22 Qxd5 dxe5 23 Rxe5 Ne6 24 Ng5+ Kg8 25 Rxe6 fxe6 26 Rxe6 Black resigned.

17. (Lyublinsky-Botvinnik, Moscow 1943)

White stands better! He would like to exchange off all the rooks and then win the pawn on c5 by Na4 and, if necessary, Qf2. Black has only one sensible move: 25 ...Rd4!! It costs the exchange, but after that Black can be pleased with his healthy pawn position (what a nice change), and the famous pair of bishops. It is necessary to make this decision right away.

After exchanging off a set of rooks the exchange sacrifice would be less promising, (It is a general rule that the side that has the advantage of the exchange is interested in swapping off the opponent's last rook. Knowledge of this rule can often earn many points in the endgame!)

After 25 ...Rd4 Black has good chances of a draw, but after any other move he is in for a loss! It is so simple – apart from the fact that Botvinnik won... The game continued 25 ...Rd4!! 26 Ne2 Bc8 27 Nxd4 (possibly 27 Bxd4 cxd4 28 Nc1 followed by Nd3 is better, hoping to be able to manage f4 or b4 at the right moment) 27 ...cxd4 28 Bf2 c5 29 Rf1 f5 30 Bg3 (?) Bd7 31 Rad1 (as White does not even try to accomplish b3-b4, it now looks a5 if Black has a pawn for the exchange) 31 ...f4 32 Bf2 g5 33

g4? fxg3 34 Bxg3 Bh3 35 Rf2 h5 36 Rfd2 h4 37 Bf2 Rf8 38 Rd3 Rf4 39 Kh1 Kh7 40 Rg1 Bd8 41 Qe2 Qf7 42 Qd1 Qh5 43 Be3 Qxf3+ 44 Qxf3 Rxf3 45 Bxg5 Rxd3 46 Bxd8 Re3 47 Bb6 Rxe4 48 Bxc5 Re2 49 Rd1 Bg4 50 h3 Bxh3 51 b4 Bf5 52 Bd6 d3 53 bxa5 h3 White resigned.

Regarding the note for the 27th move it must be said that several experts have made the statement that two bishops are just as strong as a rook and a knight. This does not apply generally.

18. (Correspondence game; Lundin-Persson, 1942-3)

White has a great advantage. His knight is worth much more than the wretched black bishop. This advantage should be decisive when the game opens up, and such an opening is possible with g3-g4. (Move the black pawn from g7 to g4, and it becomes a drawn position!) The knight is said to be better than the bishop in close positions, but they must not be so close that there is nothing to do!

White has plenty of time; the advantage will not run away. He can quietly increase the advantage. It should irritate his sense of aesthetics that the black a-pawn is on a black square. So he starts with 38 Rb4!! Kg8 39 Ra4 a6. A black offensive with b7-b6 is now impossible, and 40 Rab4 could be played in order to place the rooks on f2 and g1 and play g3-g4.

That would probably win. But why not use the square b6? Threats on both wings are always more difficult to parry than threats on one wing: 40 Kd2!! Kf8 41 Kc3 Ke8 42 Kb4 Kd8 43 Ka5 Bd7 44 Kb6 Kc8 45 Rab4 Kb8 46 R4b2 Be8 47 Rg1 g6 48 Rf2 Rh7 49 g4. Possibly Black could have achieved a similar position with two rooks on the f-file, but that would not have helped, as the white rook would break through on g7 or g8 and, in co-operation with the king, would create serious threats to the black king. In the game something strange happened: 49...Kc8 50 g5?? Rf8 51 Ka7 b5+! 52 Kb6 a5! and they agreed to a draw. After 50 gxh5 Black could have resigned! One of the variations is: 50 ...Rxh5 51 Rg4 Rh6 52 Rfg2 Kb8 53 h5! Rxh5 54 Nxg6 Bxg6 55 Rxg6 with an easy win for White.

Note the manoeuvre Rb4-a4 which deprived Black of a chance of making a gap in his position. Also the king march to b6, in order to create threats on both wings!

(38 Rb4 is by far the strongest move in the position. If the White pawn were not on a3 but on a4, then best would be 38 a5 a6 39 R4b2 followed by Rg1 and g4. But whether White can win on the king's wing alone is uncertain. In the diagrammed position 38 a4 would be a fundamental mistake, even if the move might be said to have the idea of depriving Black of all counterplay on the queen's wing).

19. (Zinser-van Kleef, Strasburg 1973)

(1 Nf3 g6 2 c4 Bg7 3 Nc3 Nf6 4 e4 d6 5 d4 0-0 6 Be2 e5 7 d5 a5 8 Bg5 Nbd7?! (8 ...h6 is better) 9 Nd2 h6 10 Be3! Ne8 11 g4 b6 12 h4 Nc5). White has a space advantage on the queen's wing. On the king's wing he has no chances of an attack, but after 13 h5! g5 this wing is closed in a way that is very advantageous for White. Apart from anything else, he has the possibility of sending a knight to f5, while Black cannot make use of the hole on f4. White can quietly castle short and then mobilize the queen's wing. The black king 's bishop has very little chance of playing an active part. All in all White has good chances of winning. It is open to discussion whether Black ought to try 13 h5! f5!? as after 14 hxg6 f4 15 Bxc5 bxc5 the a-pawn could be a weakness in the endgame. 15 ...dxc5 would be better, but then Black has to keep an eye open for the breakthrough d5-d6.

On the king's wing he must fear that a knight will emerge on f5. The bright side is that the remaining white bishop is bad, but it might get into play via a4. Again, in this case White is in the better position. In the game Black tried to anticipate White on the queen's wing, but he failed to get away with it: 13 h5! g5 14 f3 Bd7 15 Qc2 c6?! 16 0-0 cxd5 17 cxd5 Rc8 18 Rfc1 Nc7 (?) 19 Nc4 Ne8 20 a4 Qc7 21 Qd1 Rb8 22 Na3 Nf6 23 Bb5! A highly favourable bishop exchange. Both b5 and f5 can now be occupied by white knights, in some cases a horse can also be strong on c4 or even on c6. After 23 ...Rfc8 24 Nc4 Ne8 25 Bxd7 Qxd7 26 Nb5 Bf8 27 Bf2 Nc7 (?) 28 Na7 Re8 29 Nc6 Rb7 30 Bxc5 bxc5 31 N6xa5 Rbb8 32 Nc6 Rb7 33 Rc3 Black became desperate and tried 33 ...f5, but that did not help him. White won. There is no doubt about this outcome after the exchange of the white-squared bishops. And already after the 13th move it was clear that Black could hope for no more than a draw.

20. (Landau-Paul Schmidt, Noordwijk 1938)

At first sight it seems that White has a slight advantage in space in this very locked position. The black bishop is placed a bit strangely, but the white bishop is not so good either. One could imagine a bishop move to a4... If White wants a draw he can close up with 41 b5 41 gxh5 looks bad, the knight recaptures and can move on to f4... But an examination of the king's wing is enlightening! This position would be drawish, if the black pawn were on h4! Perhaps it is just the annoyance that the stupid pawn on h3 prevents the knight from moving Nd3-f2-h3, as it does, that the right move is discovered. Perhaps it should become a habit (a good habit) in close positions to look at all sorts of possible and impossible 'tin·opener' moves: 41 h4! gxh4 42 f4! That's it! White has serious threats to the stronghold e5, and the knight on d3 and the bishop on e2 are livened up a lot. A part from that, the queen is thinking of making advances on the black king after 42 ...hxg4 43 fxe5+ dxe5 44 Qh6. Black tried to put together some sort of defence, but not all of his men could get to the battlefield in time: 42 ...g5 43 fxe5+ dxe5 44 Nh2 Ne6 (the idea is good, 45 dxe6 Qxe4+ with powerful counterplay) 45 gxh5 Qh7 46 Bf3 Nf4+ 47 Nxf4 gxf4 48 Qa1! (A double threat to a8 and e5) h3+ 49 Kxh3 Bb7 50 Ng4+ Kf7 51 Qxe5 Bc8 52 bxc5 Black resigned.

Anyone who becomes absorbed in the position must reach the conclusion that after 41 h4 White has a winning position.

21. (Rubinstein-Nimzowitsch, Berlin 1928)

White stands slightly better. He has more space, and the highly acclaimed bishop pair. However, Black's position seems solid. Reasonable continuations would be 21 Ne2 and 21 Nh1 with the idea of g4. But perhaps it would be a thought, before this pawn storm, to secure a better position for the bishop on d2? To stand there, staring admiringly at the well guarded pawn on b4, is not really a worthy occupation for the bishop, for which Black has no equivalent. At the right moment it must get onto the long diagonal. At the right moment? So after 21 Rbe1 a4 22 Bc1 a3 what do you think? No, the right moment is just now: 21 Bc1!! (In order to improve the future prospects for this bishop, 21 f5 could be considered, but firstly this creates the risk of having a black knight on e5, and secondly, the idea of opening up the bishop on d2 was not to hinder the bishop on d3, now was it?) After 21 Be1 White clearly stands better. Here is the whole game: 1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 Qc2 d6 5 e3 c5 6 Bd3 Nc6 7 Ne2 e5 8 d5 Bxc3+ 9 Qxc3 Ne7 10 Qc2 0-0 11 0 -0 Ng6 12 Ng3 Re8 13 f3 Bd7 14 Bd2 a6 15 h3 b5 16 b3 Qb6 17 Kh2 a5 18 Rab1 b4? (18 ...Reb8! together with Qd8 and a5-a4 give an equal

game) 19 f4 exf4 20 exf4 Nf8? (20 ...a4 or 20 ...Qd8 are better) 21 Bc1! Qd8 22 Qf2! (22 Bb2? Ng4+! 23 hxg4 Qh4+ is favourable for Black!) 22 ...a4 23 Bb2 Ng6 24 Rbd1 axb3 25 axb3 Ra7 (?) 26 Rde1 Rxe1 (?) 27 Rxe1 Nf8 (?) (Ra8 is better) 28 Bxf6! Qxf6 29 Ne4 Qh6 30 f5 Ra3 31 Rb1 Ra6 32 g4 f6 (g5 followed by Be2 was threatened) 33 Kg3! Bc8 34 Re1 Bb7 (34 ...Nd7 35 Nxd6!) 35 Qe2 Nd7 36 Nxd6! Rxd6 37 Qe8+ Nf8 38 Re7 g6 39 Qf7+ Kh8 40 Re8 Rd8!? (last chance, 41 Rxd8? Qe3+ with perpetual check) 41 Qxf6+ Kg8 42 Qe6+ Kg7 43 f6+ Black resigned.

22. (Botvinnik-Benkner, Moscow 1956)

(1 c4 e5 2 g3 Nf6 3 Bg2 d5 4 cxd5 Nxd5 5 Nc3 Nb6 6 Nf3 Nc6 7 0-0 Be7 8 a3 0-0 (?) 9 b4 a6 (?) 10 d3 Be6 11 Ne4 h6 (?) 12 Bb2 f5 (?) 13 Nc5 Bxc5 14 bxc5 Nd7 15 Rc1 Qe7) White has a great, perhaps decisive positional advantage. He can look forward to a majority in the centre, and his two bishops are very strong. Obviously something must be done for the bishop on b2, a bishop that has no black rival. To do something for the bishop on b2 would probably mean; to play f4! This is all resolved and a tempo won by 16 Nh4! threatening to win the exchange.

Benkner did not last long: 16 Nh4! Qf7 17 f4! exf4 (?) 18 gxf4 Rad8 19 Qe1! Bd5 20 Bh3! Ne7 21 Qg3 g6 (?) 22 e4! fxe4 23 dxe4 Bxe4 24 Rce1 Qc4 (24 ...Bf5 25 Rxe7!) 25 Rxe4 Qxe4 26 Re1 Qxf4 27 Rxe7 Black resigned.

Black's defence is not much good, but the strength of the black-squared bishop was clearly demonstrated.

23. (Keres-Barcza, Bad Salzbrunn 1950)

(1 e4 e5 2 Nf3 Nc6 3 Bb5 a6 4 Ba4 Nge7 5 Bb3 f6? 6 d4 d6 7 c3 Na5 8 Bc2 g6 9 Nbd2 Bg7 10 dxe5 dxe5 11 b4 Nc6 12 Bb3 Bd7 13 Nf1 Bg4 14 Qc2 Qd7 15 Ne3 Be6 16 0-0 Nd8 17 Rd1 Bxb3 18 Qxb3 Qc6 19 Nd5 Nf7 20 c4 Nd6?) White clearly stands better, he has the most space, the black bishop is rather bad and, most obviously, Black has not yet castled. Manifestly lines are to be opened and a direct attack started. 21 b5! stands out because 21 ...axb5 22 cxb5 and now Nxb5? miscarries after 23 Qxb5 Qxb5 24 Nxc7+ winning a piece. Without spotting this kind of small tactical refinement no great progress can be made in positional play. Black now moved 22 ...Qd7. What had White gained? The diagonal a3-d6 had been opened for the bishop. The c-file had been opened, but White is not yet ready to occupy that. The black queen has been forced onto the d-file, and in many variations can experience unpleasantness here.

White has no choice between two strong continuations, 23 Ba3 or 23 b6, which undermines the knight on d6. Both ought to lead to victory. Keres notes that Black can defend himself obstinately, even after 23 b6 Nxd5 24 Qxd5 Qf7, and this can be analysed further, e.g. 25 bxc7 Qxd5 26 Rxd5! Nxe4 27 Be3, the passed pawn on c7 is very strong. Keres chose 23 Ba3 which, without difficult calculations of the variations, gives a decisive positional advantage. After 23 ...Nxd5 24 Rxd5 Black felt forced to play b6, in order to prevent b5-b6. Keres gives 24 ...Bf8 25 b6 c6 26 Nxe5! fxe5 27 Rxe5+ Kd8 28 Rd1 with a winning attack. Here the reader is supposed to note, among other things, the neat move 26 ...Qe6 27 Ra5! Thus 24 …b6 25 Bxd6 cxd6 White is in for a win. The black bishop is bad, and the d6-pawn is not worth much. White could play 26 Rc1 (plan: Rc6). But 26 Nd2 Qc7 27 Nc4 Bf8 28 Rad1 Rad8, as in the game, was hopeless for Black. Here Keres was dissatisfied that he

gave Black the opportunity of getting a bit of air with the pawn sacrifice, but he was in the winning position all the time: 29 R5d2?! d5!? 30 Rxd5 Rxd5 31 exd5 Bc5 32 d6 Qd7 33 a4 Kf8 34 Qf3 Kg7 35 h3 Re8 36 Qd5 Bd4 37 Rxd4! Rc5 38 Nxb6 Rxd5 39 Rxd5 Qf5 40 d7 Black resigned.

24. (Petrosian-Schweber, Stockholm 1962)

The similarity to No 19, Zinser-van Kleef, is, I hope, obvious. Petrosian quickly played 11 h5! g5 12 f3 a6 13 g4 b5 14 a4 b4 15 Nb1 a5. The king's wing is now closed in the familiar way, but it must be in Black's favour that he has gained a bit of space on the queen's wing. The fact that White can place his 'bad' bishop on b5 while the bishop on g7 has no real possibilities indicates that White stands better. (Move the bishop from g7 to c7, play 16 ...Bb6 and offer a draw!) In this game Schweber made a hasty decision and played 16 ...Nc5. After 17 Bxc5 dxc5 18 Bb5 Bb7 19 Ne2 Ne8 there are no open lines, and Black hoped to manage a draw.

However, after 20 Bxe8! Rxe8 21 Nc4 Ba6 22 Qb3 Qf6 23 Rc1 Bf8 24 Ng3 Bc8 25 0-0 Rd8 26 Kg2 Ra7 27 Rf2 Kh7 28 Rfc2 he must be very dissatisfied with the position. After 28 ...Qa6? 29 Nxe5 Rc7 30 Nc4 Bg7 31 Qd3 Kg8 32 Rd2 Re7 33 e5! White won easily. So we do not get to see Petrosian's winning plan, but doubling the rooks on the c-file could indicate an attack on c5 with Ng3-h1-f2-d3.

I enjoy giving Black a really bad bishop in different variations of the King's Indian. This game is like my game with Hort at San Antonio 1972: 1 c4 g6 2 Nc3 Bg7 3 d4 d6 4 e 4 Nf6 5 Bd3?! 0-0 6 Nge2 e5?! (6 ...Nc6!) 7 d5 a5 8 f3 Na6 9 Bg5 h6 10 Be3 c6 11 Qd2 Kh7 12 g4 Nc5 13 Bc2 cxd5 14 cxd5 Bd7 15 Ng3 b5 16 h4 b4 17 Nce2 Ne8 18 h5! g5 19 0-0 Qb6 20 Nc1 Nc7 21 Nd3 N7a6 22 Rfc1 Rfc8 23 Bd1 Qd8 24 Be2 Bf8 25 Kg2 Nxd3 26 Bxd3 Nc5 27 Bxc5 Rxc5 28 Rxc5 dxc5 29 Qe2 Rb8 30 Nf1 Bd6 31 Nc3 Kg8 32 Nc4 Be8 33 Rc1 Kf8 34 Qe3 Re8 35 a3 Ke7 36 Ra1 Ra8 37 Qe2 8d7 38 Ne3 Qb6 39 a4 Rb8 40 Bb5! Bxb5 41 Qxb5 Qxb5 42 axb5 Rxb5 43 Kf1! b3 44 Ke2 Bc7 45 Ra4 Kd7 46 Kd3 Rb6 47 Kc3 Rb5 48 Nc4 Ke8. Later Black resigned the adjourned game.

In spite of a certain positional advantage there is the risk of having to make: do with a draw when one wing is completely blocked. In positions with the pawn formation c5-d6-e5. Black can often manage as he has a little more room for his defending forces when White barges through with b4. However, no matter where the fine balance between tenable and lost positions of this kind lies, Black must find another opening if he cannot play the King's Indian better.

25. (Lilienthal-Botvinnik, Moscow 1945)

Black must play 18...Bb4! If you have worked out that this position is won for Black, then you are beginning to realize what positional play is. Black exchanges the bishop for the knight, fixes his knight on e4, and enjoys life. The white knight can be waved away at any time by f7-f6. The worst thought imaginable is that White will succeed in exchanging knights, but what then? Then we put up a lot of heavy artillery on the e-file and gaze at the e3-pawn, and at the same time we might start making preparations for a pawn advance on the extreme queen's wing where we have a healthy plus-pawn.

In the game White decided to capture on c3 with the b-pawn. This makes it more difficult for Black to get his pawn majority moving, but on the other hand, the pawn on c3 becomes a target for Black's pieces' attack, and the same goes for the isolated pawn on a2. Here is the whole game:

1 d4 d5 2 c4 e6 3 Nc3 c6 4 Nf3 Nf6 5 cxd5 exd5 6 Bg5 h6 7 Bxf6 Qxf6 8 Qb3 Bd6 9 e3 Nd7 10 Bd3 Qe7 11 0-0-0 Nf6 12 Rhe1 Be6 13 0c2 0-0-0 14 Ne5? Kb8 15 f4 c5 16 Kb1 c4 17 Bf5 Bxf5 18 Qxf5 18 ...Bb4! 19 Qc2 Rd6 20 Re2 Bxc3 21 bxc3 Ne4 22 Ka1 Ra6 23 Qc1 Rd8 24 Rc2 Rdd6! 25 Ng4 (?) Rg6! 26 h3 h5 27 Ne5 Rgb6 28 Nf3 Qa3! 29 Ng5 Nxc3 30 Qxa3 Rxa3 31 Rdc1 Nb5 32 Nxf7 Rxc3 33 Ne5 Kc7 34 g4 Nxd4 35 Rd2 Ne2 36 Re1 Nc3 White resigned.

So, the hole on e4 decided the game. Let me quote Nimzowitsch: 'The establishing of immovable knights is something one ought to practices especially'. We can also quote Steinitz: 'When one has a central knight on the 5th rank, one automatically wins the game'.

The thing about 'automatically' applies especially when one automatically makes good moves.

26. (Petrosian-Lokvenc, Vienna 1953)

(1 d4 Nf6 2 c4 g6 3 Nc3 Bg7 4 e4 d6 5 f3 e5 6 d5 0·0 7 Be3 Ne8 8 Qd2 f5 9 0-0-0 f4 (?) 10 Bf2 Nd7 11 Kb1 Bf6 12 Nge2 Qe7 13 Nc1 Kg7 14 Nb3 b6 15 Nc1 Bh4 16 Bg1! a5 17 Bd3 Nc5 18 Bc2 Bd7) About the growing understanding of strategy in close positions, Petrosian once said to me: 'When I was young, you were a genius if you could just think of moving the bishop to a4! '.

He thought about positions like this. The simplest continuation is the following – 19 Bxc5 bxc5 20 Ba4! Or 19 ...dxc5 20 Ba4!; it is more or less the same thing. The main point is that either White exchanges his bad bishop for Black's good bishop, or else the bishop becomes very strong on c6.

Actually Petro played a bit differently: 19 N1e2 Bg5 20 Nb5 h5 21 Bxc5! He ensured by this that Black dare not recapture with the d-pawn (21 ...dxc5 22 d6!). After 21 ...bxc5 22 Ba4 Bh6 23 Nc1 Qd8 24 Nc3 Bxa4 25 Nxa4 White clearly stands better. This is partly due to the old friend 'knight against bad bishop', partly the space advantage, partly the isolated pawn on a5. The gentlemen fought on for their countries – it was an international match. However, in order to have the farewell party the game had to be adjudicated after the 82nd move, and this was not difficult for referee Szabo. White had a gigantic knight on c6, and Black still had his wretched bishop, and besides that - a rook and three pawns on each side. After three more moves the following zugzwang position would occur: Kb4, Ra8, Nc6, pawns on f3, e4, d5/Kb6 Rb7, Bc7, pawns on f4, e5 d6. Black would have to throw himself on the sword.

However, down in the second class it is still very clever to think of playing a bishop to a4 in this kind of position. The question may even be asked; what on earth would the bishop do otherwise?

27. (Fine-Becker, Zandvaort 1936)

White obviously stands better. Just look at the rook on the d-file, and the queen on f6, then you will know for sure. But won positions still have to be won, and preferably as quickly and brutally as possible, so that the opponent gets no chance. Besides, it looks as if Black is thinking of straightening out his doubled pawns by c7-c6. Perhaps the win is not so easy after all? If all of White's pawns on the queen's wing were exchanged off...

Be logical now! The queen on f6 has very little to do with the queen 's wing. The advantage is on the king's wing: That is where to start the action! That is what Fine did, with 30 g4! hxg4 31 h5! The game

continued 31 ...Qf8 32 hxg6 Qg7 33 Rd8+ Rxd8 34 Qxd8+ Qf8 35 gxf7+ Kxf7 36 Qf6+ Kg8 37 Qxe6+ Kh7 38 Qd7+ Kh6 39 e6 Qa8+ 40 Qd5 Qe8 41 Qe5 Qe7 42 Kg3 Black resigned. That was very easy, and might give the impression that Black should have tried 31 ...gxh5 32 Qg5+ Kf8, but after 33 Qxh5 there are no great chances of White missing his way: 33 ...f5 34 Qh8+ Kf7 35 Qh7+ Kf8 36 Rd7, or else 33 ...c6 34 Rd1! cxb5 35 Qh8+ Ke7 36 Qf6+ Kf8 37 Rh1 Qc6+·38 f3 and wins, as does 35 cxb5 also, Black is quite powerless.

The first impression was correct. Not only was White in the better position, he was ready to win. On condition that he found 30 g4!

28. (Blom-Larsen, Holstebro 1964)

(1 d4 Nf6 2 Nf3 g6 3 g3 Bg7 4 Bg2 0-0 5 0-0 d6 6 c4 Bg4 7 Nc3 Qc8 8 Re1 c5 9 d5 Na6 10 Bf4 Nc7 11 e4 Nd7 12 h3 Bxf3 13 Qxf3 e5 14 Bd2 f5 15 g4? (h4!) fxg4 16 Qxg4) Black clearly stands better!

15 g4 was a serious mistake which mainly weakened the f4 square; h4 followed by Bh3 would have been much better. How should Black play now? I could ask the supplementary question; what exchange must he aim at? Well, we have looked at that a couple of times already. The answer is that Black would like to be able to exchange the black-squared bishops. Then a knight might be able to get at f4, and apart from that, it begins to look like an endgame with 'knight against bad bishop'.

The brilliant move 16 ...Rf7! makes room for the manoeuvre Qf8 and Bh6, protects the knight on d7, and allows the other rook to move later to f8 – you cannot ask much more from a single move! The game went: 17 Ne2 Qf8 18 Ng3 Kh8 19 Be3 b5 (!) 20 b3 Bh6 21 Qe2 Rb8 22 Qd2 Bxe3 23 Rxe3 bxc4 24 bxc4 Nf6 25 Bf1 Qh6 with a clear positional advantage and threatening, inter alia, Nc7-e8-g7-h5-f4. The conclusion was: 26 a4 Na6 27 a5 Nd7 28 Rd3 Qf4! 29 Qxf4 exf4 30 Ne2 Ne5 31 Rdd1 Nb4 32 a6 g5 33 Nc3 g4 34 hxg4 Rg8 35 Bh3 h5 36 f3 Nxf3+ 37 Kf2 Ne5 38 Rh1 Nbd3+ 39 Ke2 f3+ 40 Ke3 f2 White resigned. (Actually he made a sealed move, 41 Bg2, but later resigned the adjourned game, which was quite hopeless for him after 41 ...Rxg4).

White could perhaps have played better, but the advantages of the black position and the move Rf7 emerged clearly. 18 Qh4 might look better, but Black plays 18 ...Nf6 19 Ng3 Kh8 followed by Ng8 together with Bh6 – or perhaps more precisely 18 ...Kh8.

29. (Sämisch-Alekhine, Dresden 1926)

Black has a small, but clear advantage. The only weakness in his pawn position, d6, is easily covered by the king. The pawn on a7 is not weak, it is an attacking weapon! The result of an offensive with the a- pawn will be a position where White has one or two weak pawns on the queen's wing.

In the present position, Black has two good moves, Kf8 and a5. In most cases it is just a question of transposition of moves. The game went 21 ...a5! 22 Rbd2 Kf8 23 Bc2 Ke7. Now White was at the crossroads. Against 24 a4 Black can play 24 ...d5 after which his bishop will get to d5 and threaten b3. This method is probably a bit too direct, and c5 will become very weak. However, Black can also play 24 ...f5 25 f3 g5 and start an offensive on the king's wing. This can load to a couple of white pawns being stuck on white squares or to just the opposite (h5 and g5-g4, f3-f4), which is bad too, for then Black places his bishop on e4, and because of b3, White cannot exchange off his bad bishop.

Black must not play d6-d5 too early, as only after a clarification of the situation on the king 's wing does he know whether, after cxd5, he must recapture with rook, bishop or pawn. Perhaps cxd5, exd5 followed by d4, e3xd4, c5xd4 might happen, and then the black pawn on a5 holds back the two white ones on b3 and a4!

The game proceeded: 24 f3 a4 25 Kf2 axb3 26 Bxb3 (Another difficult decision, but 26 axb3 Ra8 was not nice either). 26 ...f5 27 Kc2 Rb4 28 Kd3 Ba4 29 Bxa4 Rxa4. The two isolated pawns are very weak. Black has a won rook endgame. 29 Kc3 in order to get only one weak pawn (on b3) could have been expected, but then 29 ...Rdb8 was strong: 30 Rxd6? Rxb3+!

30. (Botvinnik-Simagin, Moscow 1951)

A blurred and messy position. Black cannot castle, but he can get some cracking centre pawns, and there might be chances on the g-file. By playing quietly White hopes to get the opportunity of bringing his passed pawns on the queen's wing into play. 16 ...e5 is a doubtful move, creating a nasty hole at f5, and later White may be able to attack the black centre with f4.

But what about the misplaced rook on a5? It begins to dawn: 16 ...Rxb5 17 axb5 Ne5! with plenty of play for the exchange. And White's connected passed pawns have become isolated doubled pawns. We investigate a little further: 18. Ne1 Bc5 looks nice, and 18 Bg3 Nxf3+ 19 gxf3 h5 is advantageous for Black.

The exchange sacrifice is the given continuation. Simagin of course realized this a move earlier (15 ...Ra8-a5! 16 a2-a4). The game went: 16 Rxb5! 17 axb5 Ne5 18 Bxe5 fxe5 19 Ra7! Qd5 20 Rxb7! Qxb7 21 g3 Bd6? (21 ...f6!) 22 Re1 f6 23 Qb3 Kf7 24 Nxd4 Qd5 25 Qxd5 exd5 26 Nf5 with winning chances for White, but he had to make do with a draw after a couple of slips in time trouble. With 21 ...f6 the position would have been equal.

31. (Botvinnik-Gereben, Budapest 1952)

(1 c4 e6 2 Nf3 Nf6 3 g3 d5 4 Bg2 dxc4 5 Qa4+ Qd7? 6 Qxc4 Qc6). Black is very keen to exchange queens, but it costs a couple of tempi. White plays 7 b3! and is ahead in development. Besides, we can see that the pressure along the open b-file, and the diagonal g2-b7, can make it difficult for Black to develop his queen's wing. And finally we can be pleased about the achievement of a majority in the centre. We have a d-pawn for a b-pawn after 7 ...Qxc4 8 bxc4. 7 b3 is the only sensible move. 7 Qxc6+ Nxc6 mends Black's development, and 7 d3? Qxc4 8 dxc4 Nc6 is very good for Black as the white pawn on c4 is almost a weakness in this kind of position.

There is some sort of idea in 7 Na3, because if Black exchanges on c4, the knight will be in a good position. But after 7 ...Bxa3! 8 Qxc6+ Nxc6 9 bxa3 we can talk a lot about White's bishop pair and the open files, but Black can, very correctly, point to the doubled white pawns.

The continuation of the game was: 7 b3! Qxc4 8 bxc4 Nd7 9 Nc3 Bb4 (?) 10 Nb5 Ba5 11 Ba3! a6 12 Nbd4 Bb6 13 Nb3 c6 14 d4 a5 15 0-0 a4 16 Nc1 Bd8 17 Nd3 Be7 18 Bxe7 Kxe7 19 c5 Nd5 20 Nfe5 Nc3 21 Bf3 f6 22 Nc4 Nb5 23 e3 Kd8 24 Rfc1 a3 25 Bg2 Kc7 26 f4 f5 27 Rab1 Nf6 28 Nb6 Ra6 29 Nb4 Ra5 30 Rb3 Bd7 31 Nd3 Rd8 32 Ne5 Be8 – see diagram 32!

A good many well-known master games include the manoeuvre Qd7-c6. Botvinnik won in this way (despite very powerful resistance) against Vidmar at Groningen 1946, after the opening moves: 1 d4 d5 2 Nf3 Nf6 3 c4 e6 4 g3 dxc4 5 Qa4+ Qd7 6 Qxc4 Qc6 7 Nbd2 Qxc4 8 Nxc4 Bb4+ (?) 9 Bd2 Bxd2+ 10 Nfxd2. However, Bjørn Nielsen, playing Black, had revenge for his defeat in the radio game against the Norwegian Haave, in a game which started: 1 d4 d5 2 c4 dxc4 3 Qa4+?! Qd7?! 4 Qxc4 Qc6 – see the Alfred Christensen memorial book. Bjørn Nielsen loved to play endgames, Haave did not. I know of no other winning games for Black using this queen manoeuvre.

32. (Botvinnik-Gereben, Budapest 1952)

Black is completely outplayed. He is weak on the black squares, his bishop is bad, his b-pawn is weak. White has the dominant central position. But how does White win? Let us just mention another advantage: the white rooks can switch to the king's wing much more easily than the black rooks can. To put it bluntly, the rook on a5 can make no step in any direction. So, the plan must be to open a file on the king's wing, and that naturally, has to be done by h3 and g4. The right move is 33 h3!, which Botvinnik played. Against 33 ...Bh5 he probably thought of playing something like 34 Kf2 followed by Bh1 and Rg1. The game continued: 33 h3! h5 34 Kf2 Ra6 35 Bf3 Ra5 36 Rg1 g6 37 g4 hxg4 38 hxg4 fxg4 39 Nxg4 Nxg4 40 Rxg4 Bf7 41 Nc4 Ra4. Black resigned the adjourned game. 42 Ne5 Be8 43 Be4 is not worth losing a night's sleep, or any strength over.

33. (Bernstein-Botvinnik, Groningen 1946)

(1 e4 c5 2 Nf3 d6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 g6 6 Be2 Bg7 7 Be3 Nc6 8 0-0 0-0 9 Qd2 Ng4 10 Bxg4 Bxg4 11 f3 Be6 12 Nxc6? bxc6 13 Bd4 f6! 14 b3 Qa5 15 Nb1 Qxd2 16 Nxd2 Bh6 17 Rad1 c5 18 Bf2).
Black has a large advantage! The bishop pair is trumps in this somewhat open position. Many experts would agree that this is won for Black. 12 Nxc6 which brought the black pawn from the b- to the c-file, strengthened Black's centre, and was a bad mistake which ought not to occur in a master game.

There is a case, in this position, for 18 ...f5 (in order to open up the position), or for 18 …Rfc8 (in order to play c4), but Black must make as much trouble as possible for White, and the a-pawn is a weapon which must be used as well. A move like 18 ...f5 would be a relief for White as he would immediately know for what he had to organize himself, and after 19 Rfe1 it is possible to talk about counterplay on the e-file. Look at the situation after 18 ...a5! Black might play a4 and open the a-file, then the rook will move down to a2, attacking the c2 pawn and the rest of White's position, from the side. Besides, Black will get rid of an isolated pawn, while White's left-hand pawn group will shrink to two, and at the next likely pawn exchange he will be left with a weak isolani. However, if White plays a4, as in the game, b3 becomes very weak. There followed: 19 a4 Rfc8 20 Rfe1 (20 c4 Rcb8 costs two pawns!) 20 ...c4 21 Be3 Bg7 22 bxc4 Bxc4. Black has a great advantage. White has two weak pawns on the queen 's wing, Black has only one. After 23 Nb3 Bf7 24 Re2 Rc4 25 Rd4 Rc3 Black had already started pulling the white position to pieces. He was also, at last, ready to play f5.

34. (Gheorghiu-del Corral, Las Palmas 1973)

Black is winning! The doubled rooks on the second rank always look good, and his queen and bishop are well placed too. It is obvious to try to break through on the second rank, and 33 ...Bf4 with the threats Bh2+ and Bg3 will undoubtedly win, e.g. 34 Qc4 Qxc4 35 Rxc4 Bc3! 36 Rc8+ Kf7 37 Rc7+ Ke8 38 Rc8+ Kd7 39 Rc7+ Kd8. But why not take straight away? Then there is no need to study White's various defences: 33 Qxf1+ 34 Kxf1 Rxf2+ 35 Kg1 Rxg2+ 36 Kh1 Rgc2 White resigned. By covering the square c1, the bishop plays an important part, but it might have been more directly involved: 35 Ke1 Rxg2 36 Kf1 Raf2+ 37 Ke1 Bd2+.

Let me repeat – in the middle of all strategy we must not forget tactical sharpness. Otherwise we will run straight into something like 33 ...Bf4 34 Rc4 Bg3? 35 Rc8+ Kf7 36 Rc7+ Ke8 37 Rc8+ Kd7 38 Rc7+ Kd8 39 Rc8+! Kxc8 40 Qc3+ Kd7 41 Qc7+ with perpetual check, unless Black lets himself get mated: 41 ...Ke8 42 Qc8+ Kf7 43 Qe6+ Kg7 44 Qe7+ Kh6 45 Qf8+ Kg5?? 46 h4+!

35. (Euwe-Minev, Amsterdam 1954)

White has two pawns for the exchange, and they are good healthy centre pawns. But is the advantage large enough to win? Yes, it is, but that has to be proved. White plays 36 g4! and secures for himself connected passed pawns! After 36 ...fxg4 37 Bxg4 Re8 38 e4 White has a win, and when we put on tactical glasses we can see that 37 Ne4+! is even stronger, e.g. 37 ...Ke7 38 Bxg4 Ne6 39 Rxc8 Rxc8 40 Nc5 or 40 d5 Rc4 41 Kd3.

So we can understand why the Bulgarian master played 36 ...g6. Then a real pawn breakthrough followed: 37 h5! It is hardly bearable to contemplate the many white passed pawns after 37 ...gxh5 38 gxf5, so Black played 37 ...Rf8, but after 36 hxg6 fxg4 39 Ne4+ Ke6 40 Bxg4+ he resigned, as after 40 ...Kd5 41 Rc5+ it is in fact mate right in the middle of the board.

The desire to get two connected passed pawns in the centre ought to suggest the move 36 g4! The different mini-combinations, which win material because of the unhappy positions of the black pieces, are very welcome extra bonuses. In fact it happens quite often that a positionally correct move turns out to create combinational possibilities. But a strategically desirable move must be checked to ensure that it does not founder on some tactical counter-move.

The pawn breakthrough on 37 h5 is related to classical endgames of this kind which ought to be known by everyone: White has king on h1 and pawns on a5, b5, and c5; Black has king on h8 and pawns on a7, b7, and c7. White wins by 1 b6 cxb6 2 a6 bxa6 3 c6.

36. (Mazzoni-Larsen, Le Havre 1966)

Black has a winning advantage. He has a majority in the centre, where the white knight lacks support points. The position is a bit like numbers: 15, 29, and 33, but here we have two rim-pawn breakthroughs, which are intended to create weaknesses in White's position. On the queen's wing White preferred to avoid opening lines, and played a4; so now he has to keep b3 protected all of the time. This weakness could be stopped up by Nd2-c4-c3 -b5, and here the knight is even attacking d6, but there is not enough time for this manoeuvre. At the moment Black does not want to play h5-h4 as White will answer with g3-g4. How can h4 be prepared? The black rook is in a good position as it

attacks b3. The bishop? It already covers the square h4, and is also ready, from e7, to guard the d6-pawn. How then can Black improve his position? The king is doing nothing! The choice is between Kf8, in order to let the king cover d6, and Kg6 so as to attack with the king! 37 ...Kf8 38 h3 Ke7 39 g4 seems to improve White's posit ion, so: 37 ...Kg6! 38 Rd2 Be7 39 Re2 Kf5. Already very irritating.

In fact White needs his own king on this wing and the black king cannot be tolerated. 40 h3 can be answered by 40 ...h4, but after 41 Nxh4+ Bxh4 42 gxh4 Black must play the rook endgame very precisely in order to win. It is much easier to play 40 h3 Rg8! 41 Rg2 h4, or even 41 ...Ke4! The game continued: 40 Nd2 h4 41 Nf1 Kg4 42 Re3 Bf6 43 Kd2 Bd4 44 Rd3 hxg3 45 hxg3 Rh8 46 Ke2 Rh1. Adjourned game. I was imagining 47 Rd1 Rg1 48 Rd3 e5 with an easy win. In his agony White tried something different: 47 Ne3+ Kxg3. White's plan now was 48 Nf1+ Kh4 49 b4 – one must always keep an eye out for this kind of breakout attempt.

Here Black wins easily after 49 ...axb4 50 a5 Rg1 51 Rg3 Rxf1! 52 Kxf1 Kxg3 53 Ke2 b3 54 Kd1 d5 55 a6 dxc4 56 a7 c3 57 a8=Q c2+ 58 Kd2 Be3+! Instead, what happened was 48 Nf5+ Kxf4 49 Nxd6 Rh2+ 50 Kd1 f5 51 Nb7 e5 52 Nxa5 c4 53 Rd2 Rh1+ 54 Ke2 Bc3 White resigned.

In the endgame the king can often be placed in the foremost front line. Here it was absolutely out of danger as the white king was on the other side of the board, and because the white knight lacked support points in the centre. Otherwise king, rook, knight, and perhaps a couple of sly pawns, are more than enough to irritate a king in the middle of the board. After 37 ...Kg6! a consistent counterattack by White could have led to: 38 Nd2 Kf5 39 Ne4 Be7 40 Nc3 h4 41 Nb5 hxg3 42 hxg3 Kg4 43 Re3 Rh8 44 Rd3 Rh2+ 45 Kd1 Rg2 46 Nxd6 Rxg3 47 Rxg3 Kxg3 48 Nxf7 Kxf4 winning a knight!

37. (Botvinnik-Alexander, Munich 1958)

(1 d4 g6 2 e4 Bg7 3 c4 d6 4 Nc3 Nc6 5 Be3 e5 6 d5 Nd4 7 Nge2 Nxe2 8 Bxe2 f5 9 f3 (9 exf5 gxf5 10 Bh5+ is probably stronger) 9 ...Nf6 10 Qd2 0-0 11 exf5 Bxf5? A serious positional error, after 11 gxf5 Black was in a satisfactory position). White now occupies the square e4 and has a clear advantage: 12 g4! Bd7 13 h3. The pawn on g4 is being protected because of the possibility of e5-e4. White has weakened the f3-pawn, but it is easy to defend, and hard to attack. The g4-pawn prevents the knight manoeuvre Nh5-f4. What should Black do? He can hardly start anything on the king's wing, and it will be very difficult on the queen's wing since the pawn on d5 gives White a territorial advantage. There followed 13 ...a6 14 0-0-0 b5 15 c5 b4 16 Ne4 a5. Probably Black ought to have tried Nxe4, making the square e4 unavailable for a piece. However, Black would have been left with very little space, and neither of his bishops has much of a diocese. The game continued: 17 Bd3 Qe7 18 c6 Bc8 19 h4 Ba6 20 Nxf6+ Bxf6 21 g5 Bg7 22 Bc4 Bc8 23 h5. It is clear now that White has a powerful attack, and Black can only defend. The ending was: 23 …Bf5 24 hxg6 Bxg6 25 Qd3 Rxf3!? 26 Bxg6 hxg6 27 Qxg6 Kf8 (27...Rxe3 28 Rdf1) 28 Qe4 Qf7 29 g6 Qf5 30 Qxf5+ Rxf5 31 Rdf1 Rxf1+ 32 Rxf1+ Kg8 33 Rf7 Rc8 34 Kc2 e4 35 b3 Bc3 36 Kd1 Be5 37 Ke2 Bc3 38 Ba7 Black resigned.

This example is similar to Larsen-Gannong (no. 14). As Black often gets into similar kind of trouble in King's Indian and cognate openings, there is good reason to think twice before ceding the square e4 to White. It must be noted that it is a bit different if Black in return can get a knight to d4. An example: 1 d4 Nf6 2 Nf3 g6 3 c4 Bg7 4 Nc3 O-O 5 e4 d6 6 Be2 e5 7 O-O Nc6 8 d5 Ne7 9 Bd2 Ne8 10 b4 f5 11 Qb3 Nf6 12 exf5 Nxf5!?; this gave Black a nice game in Wotulo-Kavalek, Manila 1973.

38. (Alekhine-König, Vienna 1922)

(1 d4 Nf6 2 c4 b6?! 3 Nc3 Bb7 4 Qc2 d5 5 cxd5 Nxd5 6 Nf3 e6 7 e4 Nxc3 8 bxc3 Be7 9 Bb5+! c6 10 Bd3 0-0? 11 e5 h6). White stands better! Yes, a great centre, and a territorial advantage on the king's wing. But is it not right that after a couple of moves (c5 and Nc6), Black will have strong counterplay? Surely, and especially if White does not mate him meanwhile!

White's chances are on the king's wing. 12 0-0? c5 is satisfactory for Black, and there is no point in 12 Be4? either, as Black covers the bishop on b7 with the queen and then plays c5. If White wants to play 0-0, he should have thought of it one move earlier, that is without e4-e5. With a healthy centre pawns on d4 and e4 he would have had a slight edge.

Alekhine played 12 h4!, a mighty move with several nasty intentions: for example – 13 Ng5 followed by Bh7+ and Bg8! Also Rh3-g3. Perhaps even g2-g4 and a conventional pawn storm, but that is not easy to carry out. However, the pure piece attack is very strong in this case. König played logically 12 ...c5, activating the bishop on b7. Now 13 Ng5 will founder on 13 ...cxd4 14 Bh7+? Kh8 15 Bg8? d3! So: 13 Rh3 Kh8 (An awkward move, but 13 ...f5 14 exf6 Bxf6 15 Ng5! was no better). 14 Bxh6! (14 ...gxh6 15 Qd2) 15 exf6 Bxf6 16 Bg5 cxd4 17 Ne5 Nc6 3 Qe2! g6 19 Bxg6 Kg7 20 Bh6+! Kg8 21 Nxc6 Bxc6 22 Qxe6+ Kh8 23 Bxf8 Qxf8 24 Qxc6 Black resigned.

12 h4! is very instructive, but such a move must always be based on, rather exact calculations. If, in the diagram, the black c-pawn were already on c5, the move h4 would be a ridiculous one, due to Black's counterplay with cxd4 and g6 – would come too quickly. However the most instructive move in this game was the mistake) 10 ...0-0? Playing 10 ...Nd7 followed by c5, was much better, and 10 ...c5 also comes into the reckoning (11 Bb5+ Bc6).

39. [*empty line as in the original book* – the example was chosen for the specific instructive position to show the idea – ED]

We start off with a tactical finesse that everybody ought to know. It is often seen in positions where the queen and rook are alone, or almost alone, on the board. White plays 1 Qe5! with the sly idea of 1 ...Qxb2?? 2 Rd8+! winning the queen. As it happens both rooks are *en prise*, but after 1 ...Qxd1 White has a good *zwischenzug*; 2 h6! Kf8 3 Qxb8+ Ke7 4 Qb7+ followed by Qxa6 with a won queen endgame. Qe5 threatens 2 h6 above all. 1 ...gxh5 is dubious as the black king gets into difficulties.

1 ...f6 2 Qe6+ followed by Rd7 is no good either. Black's only defence is 1 ...Qb5, but after 2 Rd5 Qe8 3 Qd4 Rc8 4 Rd6 Black cannot hold the position together. There are also winning chances in the rook endgame after 3 Qxe8+ Rxe8 4 Re5, e.g. 4 ...Rb8 5 h6 Kf8 6 Rxc4 Rxb2 7 Rc6, but it looks as if Black will manage to draw with 7 ...Rb5. Besides, when in a good position great care should be taken over entering such a rook endgame. Many rook endgames with a clear advantage, e.g. an extra pawn, are drawn when correctly defended.

Apart from the tactical refinement 1 Qe5! this position would seem like a draw. Black was ready to play Qxb2, and he also had such a move as Qb5 in store, with threats to h5 and (after 1 Rd2) also to a5.

However, after 1 Qe5 White stands to win. A nice example of the importance of the central squares. The queen on e5 threatens g7 and b8, and at the same time protects b2, h2 and h5!

40. (Botvinnik-Zvetkov, Moscow 1947)

White of course stands better: territorial advantage, a good centre. However the advantage is even clearer after 23 Nf4! White gets his pair of bishops in an open position with lots of possibilities of a breakthrough. The black knight is in a very passive position. It is not pleasant for Black to have to do without the black-squared bishop, leaving some nasty holes on the queen's wing. And the other bishop would have been useful in the defence of e6. White won very quickly: 23 Nf4! Rd7 24 Nxg6 Qxg6 25 Qb6 Qh5 (very crafty: 26 e5 fxe5 27 dxe5 Bc5!) 26 Qb3! (Overtrumping! Both Rxc6 and d5 are threatened) 26 ...Rdd8 27 d5 exd5 28 Ba7 Rbc8 29 Qxb7 f5 30 exd5 Black resigned. His position collapses after e.g. 30 ...exd5 31 Bxd5+ Kh8 32 Bf3 Qg6 33 Rc6.

41. (Fuderer-Gligoric, 1953)

White stands to win! He simply plays 25 Bb6 Qc8 26 Rc1! and starts to use his pawn majority on the queen's wing. 26 Rc1 is a little more precise than 26 c5, which gives Black a couple of extra chances, 26 ...Bb5 and 26 ...Ba4, 27 Rc1 Qd7. The game continues 25 Bb6 Qc8 26 Rc1! Rf8 27 c5 Qe8 (27 ...dxc5 gives White the possibility of winning the exchange by 28 Bxc5 Rf7 29 Ba7. However it is just as powerful to recapture with the b-pawn and head directly for c7) 28 c6! (Sometimes it is easy to play chess. Suddenly White gets two connected passed pawns) 28 ...bxc6 29 dxc6 Bxc6 30 Bxa6 Be4 31 Bc7 d5 32 b5 (White cannot be bothered to win the exchange, but Black cannot play 32 ...Bxc7 33 Rxc7 Rxb5 34 Bxb5 Qxb5 because of 35 Qd4 with a quick decision) 32 ...Bxc7 33 Rxc7 Qe5 34 b6 f4 35 Bf1 d4 36 Rd7 Rfd8 37 Rxd8+ Rxd8 38 Qxf4 Qd5 39 a6 d3 40 b7 and White won easily.

It is not always as easy as it is for White in this position with such a pawn formation, Black having a pawn more on the king's wing and the chances of an attack. In this game however, his pieces were not prepared for such an attack.

About the pawn position on the queen's wing, it must be noted that it is exceptionally favourable for White. If, for example, the black pawn is put back to a7 and protected by Ra8, then White has much greater difficulty in breaking through.

42. (Steinitz-Showalter, Vienna 1898)

Black is very tightly packed. What do you think of his queen? A remark about a 'bad bishop ' would not be out of place, and to be really instructive – White is winning!

There is without doubt more than one winning move. The tactically clever ones think of 28 g4, and that ought to win. The more careful players are unhappy that the move weakens the white king's position. Apart from anything else it is not altogether logical to open things up for the beleaguered black pieces on the king's wing.

Steinitz played 28 c4!, which leaves Black no chances. 28 …d4 can cynically be answered by 29 Qf2. The continuation of the game was: 28 c4! dxc4 29 Bxc4 Rfe8 30 Rd3 Ra7 31 Rd6 Rb7 32 Rgd1 Bc8 33 Nxe6+ Bxc6 34 Bxe6 Qh7 35 Rd7+ Re7 36 Rxe7+ Nxe7 37 Qf6+ Kh6 38 Rd8 Rc7 39 h3 Black resigned. As stated, 28 g4 will also win, but not as easily as 28 c4. Why give a man a chance when he is lying down already?

43. (Szabo-Sliwa, Prague 1954)

The position must naturally be opened up for the pair of bishops. When it is seen that after 15 f4, exf4 is answered strongly by 16 e5, it is next to certain that 15 f4 is the right move. It is also tempting to do something energetic before Black consolidates his position with Nd6. Different complications can be studied a bit more closely and among other things, pleasure be taken in a queen sacrifice which is not a sacrifice at all, but just an advantageous exchange: 15 f4 f exf4 16 e5 Be6!? 17 dxe6! Rxd1 18 exf7+ Kf8 19fxe8=Q+ and so on. White gets a rook and two minor pieces for the queen, and the black king goes astray. Also 16 ...g5 17 d6 gxh4 18 Qh5 must be examined. 15 f4 is actually such a logical move that there has to be a very good reason not to play it! Such reasons do not exist.

The complete game: 1 d4 Nf6 2 c4 e6 3 Nc3 Bb4 4 e3 0-0 5 Bd3 d5 6 Nf3 c5 7 0-0 Nc6 8 a3 Bxc3 9 bxc3 dxc4 10 Bxc4 Qc7 11 Re1 e5 12 d5 Rd8 (?) 13 e4 Ne7 14 Nh4!? Ne8? (To block a passed pawn in the centre is usually a good idea, but here it cannot be done...) 15 f4! Nd6 16 Ba2 c4 (A desperate try. 16 ...f6 17 fxe5 fxe5 18 Qh5 is hopeless; 18 ...Nf7? 19 d6) 17 fxe5 Nb5 (Black hopes for 18 d6 Qc5+ and Qxe5) 18 Qh5! (White already has a decisive attack) 18 ...Ng6 19 Nxg6 hxg6 20 Qg5 Re8 21 Bf4 Qc5+ 22 Be3 Qc7 23 e6 fxe6 24 Qxg6 Bd7 25 e5 exd5 26 Bb1 Qxe5 27 Qh7+ Kf7 28 Bg6+ Black resigned. In fact his position was already lost after 15 f4!

44. (Najdorf-Reshevsky, Buenos Aires 1953)

(1 d4 d5 2 c4 dxc4 3 Nf3 Nf6 4 Nc3 Nbd7?! 5 e4 Nb6 6 a4 a5 7 Ne5 c6 8 Nxe4 e6 9 Bd3 e5 10 dxe5 Ng4 11 Nd6+ Bxd6 12 exd6 Qxd6 13 Be2 Qxd1+ 14 Nxd1 Be6 15 f3 Nf6 16 Be3 Nfd7 17 Bd4 0-0 18 Ne3 f6 19 Kf2 Rfd8). White stands slightly better. He has the pair of bishops and the better centre. A small difficulty lies in the weak pawn on a4, but at the moment Bb3 is no threat (19 ...Bb3 20 Ra3 Bxa4 21 Rha1 with advantage). However, White must evidently seek his chances on the king's wing, and there is no point in hesitating. Clearly the best move is 20 g4! The plan is Rhg1 followed by g5, if Black plays h6, White will just play h4 and then the offensive will have much more force behind it. The game continued: 20 g4! c5 21 Bc3 Ne5 22 g5 Kf7 23 gxf6 gxf6 24 f4 Nd3+ 25 Kf3 Nb4 26 Rhg1 Nc6 27 f5 Bb3 28 Kf4 Nd4 29 Bh5+ Kf8 30 Rg2! Bf7!? (30 ...Bxa4 was the only chance, but after 31 Ng4 Rd6 32 Nh6 Bb3 33 Bxa5! White is still better, e. g. 33 ...Nd7? 34 Bc7! or 33 ...Re8 34 Ra3! Rcc6 35 Rxb3 Nxb3 36 Rg8+ Ke7 37 Rg7+ Kd8 38 Nf7+ Kc8 39 Nxd6+ Rxd6 40 Bc3 with a clear advantage. There are many complicated variations however, and Black should have tried it) 31 Bxf7 Kxf7 32 Ng4 Ke7 33 Nh6 Rd7 34 Be1! Kd6 35 Bh4 Rf8 36 Ng8! Kc6 37 Bxf6 and with two connected passed pawns White won.

Tactically speaking this was a difficult game, but White's strategy was instructive and clear: energetic attack on the wing where he had the majority. The plan g4-g5 can also be seen as a necessary measure in order to reinforce the effectiveness of White's dark-squared bishop, the bishop for which Black has no counterpart.

45. (Keres-Szabo, Hastings 1954/5)

(1 c4 Nf6 2 Nf3 g6 3 b3 Bg7 4 Bb2 0-0 5 g3 d6 6 d4 c5 7 Bg2 Ne4 8 0-0 Nc6 9 Nbd2 Nxd2 10 Qxd2 Bg4 11 d5 Bxb2 12 Qxb2 Bxf3 13 Bxf3 Na5). White certainly stands better! To pass a judgement like

this is very hard in such a position, but after having studied the game many experts think so. Szabo probably did not think so when playing or he would have moved 13 ...Ne5 if he had.

The white bishop is not all that strong; it is bad to have the pawn on c4, and especially on d5, fixed this way on the colour of the bishop's square. However, White has more space, and after the bishop exchange a weakening of the dark squares around the black king is noticeable. The white queen is in a lovely position on the long diagonal. If we want to prove that the black knight is in the wrong position, then we are hardly going to start play on the queen 's wing. The centre, or the king's wing? The king's wing! A fundamental objection to the move 14 e4 is that it places yet another pawn on the bishop's colour. Also Black can reply 14...e5!, a pity for the queen's lovely diagonal. 15 dxe6 fxe6 16 Bg4 Qe7 17 e5 Nc6! is advantageous for Black as he gets his knight entrenched on d4.

We give up the thought of a breakthrough in the centre, and turn to the king's wing: 14 h4! This is the only good move in the position. Besldes, this move is also the reason for claiming that if Szabo wanted to play Na5, then he should not have played 12 ...Bxf3. But otherwise his idea was clear enough, he wanted knight against bad bishop. What does Black do against 14 h4? Not 14 ...h5 as White would answer 15 g4, and soon the black king will be exposed. Not 14 ...h6 either, it is hardly ever correct to weaken the attacked wing oneself! One answer for White is 15 Qd2 Kh7 16 Be4 and now nobody is entitled to talk of a bad bishop. There is also the possibility that White plays h5, Black plays g5, and White places a strong battery on the diagonal b1-h7, with the bishop behind the queen. Besides, f4 can open the f-file. Szabo played 14 ...b5 15 cxb5 Qb6 16 a4 a6 17 h5 axb5 (17 ...g5? 18 b4! Nc4? 19 Qc1!) 18 hxg6 hxg6 (18 ...fxg6? 19 Bg4!).

After 19 Kg2 we can see that what White achieved with his fourteenth move was to make direct threats to the black king. Black cannot play to win a pawn: 19 ...bxa4 20 Rh1 f6 21 Rxa4! and the rook is ready to take part in the attack via e4, g4 or h4, and after 21 ...Qxb3 22 Qa1 Qb5 23 Rb1 Qa6 24 Qc3 the threat Rba1 wins a piece. Keres won like this: 19 ...f6 20 Rh1 Kg7 21 axb5 Qxb5 22 Qd2 g5 23 Qe3 Qd7 24 Bg4! Qc7 (24 ...Qxg4 25 Qxe7+ Rf7 26 Rh7+!, etc.) 25 Bf5 Kf7 (25 ...Rh8 26 Rxh8 Rxh8 27 Rxa5!) 26 Rh7+ Ke8 27 Rah1 Qb7 28 Rh8 Black resigned.

Note that Black reached the stage where b3 could not be held. He just did not have time to take it, but a different conclusion to this race between two wing attacks is conceivable, had White slowed down for a moment – 14 h4! was absolutely necessary.

46. (Korchnoi-Lengyel, Havana 1966)

(1 g3 Nf6 2 Bg2 d5 3 Nf3 e6 4 c4 Be7 5 d4 0-0 6 Qc2 c5 7 0-0 cxd4 8 Nxd4 Nc6 9 Nxc6 bxc6 10 b3 Bb7 11 Bb2 Qa5 12 Nc3 Rfd8 13 Na4 Nd7 14 Rfc1 Rac8 15 e3!? Nb6?) At first sight Black's position here looks agreeable, a majority in the centre, and the rooks are in good positions. White has established himself on the c-file, but seems unable to do much. One plan was to place a knight on c5, but Black prevented this, and now wants to exchange knights. If White plays 16 Nxb6, Black will recapture with the a-pawn and will be in a slightly better position, even if the whole position is a bit boring and looks rather drawish.

Which exchange does White want? Of course, an exchange of the dark squared bishops. Tile pawns in the centre are not fixed, but they might be, and the bishop on b7 could become bad. What about trying 16 Bc3...? Now one ought to consider the tactical detail that the black queen has little space at the moment. Without spotting the trick 16 Bc3 Qa6? 17 c5! Nxa4 little progress will be made. Of course

Korchnoi had seen this when he played 15 e3. We begin now to look a little more optimistically at White's possibilities: 16 Bc3! Bb4 17 Bxb4 Qxb4 18 a3!? (18 Nxb6 is playable, 18 ...axb6 19 c5! or 18 ...Qxb6! 19 cxd5 cxd5 20 Qb2. And after the two exchanges Black's centre pawns are not all that important; a draw is most likely. Black probably plays 20 ...a5 in order to restrain the white pawn majority) 18 ...Qe7 (In the tournament book 18 ...Qa5 is said to be better, in order to recapture on b6 with the queen. Why did Lengyel not play it then ? Probably because of 19 cxd5! Now 19 ...cxd5 20 Nc5 looks good for White, and after 19 ...Nxa4 the trick is not 20 dxe6? Nb6 21 exf7+ Kh8!, but 20 dxc6! In many variations this pawn is heading for the 8th rank. See, e.g. 20 ...Rd2 21 cxb7! or 20 ...Nb6 21 c7! Rd2 22 Qxd2 Qxd2 23 Rd1 Qxd1+ 24 Rxd1 Bd5 25 e4 Bc6 26 Rd8+ Be8 27 e5 Kf8 28 Bc6 Ke7 29 Bxe8 Rxc7 30 Rb8 with a very likely won endgame.

Were you able to follow this? We do not know if the players looked so far ahead during the game, but it is quite possible because with the many direct threats and forced replies it is not very hard to calculate). 19 Nxb6 axb6 20 c5! b5 (After 20 ...bxc5 21 Qxc5 White's positional advantage would be very great) 21 a4! bxa4 (21 ...Ba6 22 a5 b4!? 23 Ra4 Rb8 24 Qd2 Qb7 25 f4 is advantageous for White) 22 Rxa4! (22 bxa4?? Ra8 would be very advantageous for Black, White's a· and c-pawns become weak and the black bishop gets splendidly into play via a6) 22 ...Ra8 23 Rca1 Rxa4 24 Rxa4.

After this fine play White is in a slightly better position! The black bishop is 'semi-bad ' and White can work on the threat b4-b5, which at the right moment will create a strong passed pawn. However, the black pawn majority in the centre is still there. If Lengyel had not played 33 ...e4? at a moment when both players were seriously pressed for time, then Korchnoi would probably have got only a draw. The advantage he had achieved was very slight, but the series of moves 16-22 was an instructive mixture of positional ideas and clever tactics. There followed: 24 ...Bc8 25 b4 Bb7 26 Qc3 Bd7 27 Qa3 Bc8 28 Ra7 Qb8 29 Bf1 Kf8 30 Bd3 Kg8 31 Qa5 Kf8 32 h4 e5 33 Kg2 e4? 34 Be2 Rc8 35 Qa6 Rc7 36 Rxc7 Qxc7 37 Qb6 Qd7 38 Qb8 f6 39 Bh5 g6 40 Be2 Ke7 41 Qf4 Qb7 42 h5 Qd7 (42 ...Qxb4? 43 Qd6+ Kf7 44 Qc7+ and h6) 43 Bg4 f5 44 Be2 Kf6 45 Qb8 g5 46 h6 Kg6 47 b5! cxb5 48 Qb6+ Kf7 49 Bh5+ Ke7 50 Bxe8 Kxe8 51 c6 Qc8 52 Qb7 Kd8 53 Qxh7 Qxc6 54 Qg7 Black resigned. A sparkling piece of grandmaster work by Korchnoi. My readers might well not win this position against the Hungarian grandmaster, but the idea 16 Bc3! ought not to be impossible to find.

47. (Fischer-Kupper, Zurich 1959)

Let us look at the whole game: 1 e4 c5 2 Nf3 Nc6 3 d4 cxd4 4 Nxd4 Nf6 5 Nc3 d6 6 Bc4 e6 7 Bb3 Be7 8 0-0 Nxd4 9 Qxd4 0-0 10 Kh1 b6 11 f4 Bb7 12 f5 e5 13 Qd3 h6. (In order to prevent Bxf6 with an absolute white domination of the important square d5. An interesting idea was 13 ...Rc8 14 Bg5 Rxc3!? Black gets one pawn and a strong centre for the exchange) 14 Rf3?! (White will use the weakening of the black king's position for a direct attack, but is his own development good enough? Is his centre secure enough? 14 Nd5 might give a slight positional advantage) 14...Rc8 15 Rh3 Kh7 (?) 16 Be3 Qd7? 17 Nd5! Bxd5 18 Bxd5 Nxd5 19 exd5 (White no longer has the square d5, but the black bishop is very bad, and White has good winning chances with a king attack, e.g. 19 ...f6 20 Rf1 (20 Bxh6 gxh6 21 Qe3 Qxf5 is not clear) Rh8 21 g4 and later h4, or even just a piece attack 21 Rff3 Kg8 22 Rfg3 followed by Rg6 with many threats. With the bad bishop Black is in second best position anyway) 19 ...Bf6? 20 Bxh6! gxh6 21 Qe3 Bg7 22 f6! Rh8 23 Rf1 Qb5 24 Qf3 Rc4 25 Qf5+ Black resigned.

That was a sound thrashing! But a premature wing attack can often be refuted by a counterattack in the centre. Which counter-thrust did Black have at his disposal? The exchange sacrifice on c3! Try to picture how silly the position of the rook is on h3 after Rxc3 and Bxe4. It cannot even defend the f-pawn. If Black gets two centre pawns for the exchange he is naturally very happy. The only thing that needs checking is whether White can get through with a sacrifice on h6. 15 ...Kh7 was a somewhat clumsy parry, but even at the 16th move there were chances in Rxc3.

Let us analyse 15 ...Rxc3! The tournament book recommends 16 Qxc3 Nxe4 17 Qe1 d5 18 c3 Bc5 19 Be3 d4 with counterplay, and this variation, in every case, gives Black good chances, a pawn and active play for the exchange. But is 16 ...Bxe4 not stronger? The annotator, probably under the influence of the game's result, wove this variation: 16 ...Bxe4? 17 Qg3 Kh7 18 Bxh6 gxh6 19 Qh4 Ng8 20 Qxe4, but chess is not that easy. 16 ...Bxe4 must be given a exclamation mark (“!”), because in the variation given there is a simple win with 19 ...h5, and a more complicated one with 19 ...Bxg2+ 20 Kxg2 Rg8+ 21 Kf1 Ng4 followed by Qa8. The white attack is just not getting through, and 15 ...Rxc3 followed by Bxe4 gives Black a clear positional advantage!

It can also be looked at this way; White tried to take Black by surprise without having developed his queen's rook, and the bishop on c1 was only in the game through the threat of a sacrifice on h6. Black actually had the better development, but made two passive moves, whereupon White gets his pieces into play, and still keeps the chances of an attack. I do not think that Fischer would have played 14 Rf3 in later years.

The fact that the art of defence has developed so fantastically during the last hundred years, is probably connected with the recognition that a counterattack in the centre can do a lot to save a threatened king's position. In the given variation, the counter sacrifice Bxg2+ is instructive – who really attacks the king most in this position? However, as we said before, 19 ...h5 is a good defence too.

After the exchange sacrifice, the bishop on b7 comes strongly into play, while Black threatens to shut out the bishop on b3 with d6-d5. All that is precise calculation: can White sacrifice on h6 or not? One might just as well analyse the position after 16 ...Qd7? 17 Nd5 and say: 'Here White is in the better position; so the exchange sacrifice must be tried’.

48. (Polugayevsky-Unzicker, Kislovodsk 1972)

In this position the central squares d5 and d4 are very important. A move like 17 Rfd1? would occupy the only open file, but is still a waste of time, as Black answers with 17 ...Ne6 and hops further to d4, and what has happened to the open file? 17 Nb1 Ne6 18 Nc3 Nd4 19 Qd3 quickly followed by Nd5, is better. But Black, whose knight gets to the strong central square first, has nothing to be sorry about. 17 f4? fails because of 17 ...exf4 18 gxf4 Nxe4, and the answer to nearly all other moves is 17 ...Ne6 with at least equal play for Black. However, there is one exception – one move White can play to prevent Ne6-d4. That is the move, but for many players it would be difficult to make this decision: 17 Bh3!! Ne6 18 Bxe6 Rxe6 (after fxe6 White does not have the square d5, but the e5-pawn becomes very weak). After this White must get his knight to d5 – it will be quite some time before the black horse is on d4. White stands slightly better. Certainly the exchange of the bishop means a weakening of the white king 's position, but Black is not ready to take advantage of this.

What should also be noticed is that in such positions, with the possibility of irremovable knights in the centre, all talk of the pair of bishops ought to stop. In this position the future prospects for the bishop

on d6 are quite gloomy, and what is the bishop on h7 actually doing when e4 is solidly protected? The bishop on g2 is not very active either. After 18 Bxe6 I would estimate that, between equal grandmasters, White would win five games, four would be drawn and White would lose one because of a mistake made under time pressure. Polugayevsky actually won, but not without difficulty: 19 N f5 Bf8 20 Rfd1 Qe8 21 Qf3? (21 f3 with a solid defence of e4 is correct. 21 ...Bxf5? 22 exf5 followed by Ne4 is very bad for Black and the bishop on f8 can get a disability pension) 21 ...a6 22 a4 Rd8 23 Nf1 (On the way to d5, but...) 23...Rd4! We know this idea from Lyublinsky-Botvinnik, no 17. Polugayevsky did not dare to take the exchange as Black gets plenty of play. After 24 Nd2 Rd7 25 Bc3 Bxf5? 26 exf5 Red6 27 Nf1 Ne4? 28 Rxd6 Nxd6 29 Nc3 f6 30 bxa6 bxa6 31 Qd5+ White stood clearly better, but what was it really? 24 Nd2 is one of those moves that ought to be praised – it is much harder to conquer oneself than to conquer a city. At least, that is what is said. It ought not to be so difficult for a chess player. Each position should be judged on its own, the strongest move must be played whatever the prehistory.

CHAPTER 3: Find the master moves

Introduction and Instructions

I had a terrible time writing this section! I have been requested to do this several times. Once upon a time Tage Sørensen's '20 Questions' were very popular in *Skakbladet*, and there are several books with the same idea, especially American and Dutch. In an English chess magazine it is called 'How good is your chess?' Of course, the idea is excellent – *it is just terribly difficult to find suitable games*! By this, I mean games where, without doing great injustice, points can be distributed without needing ten lines of explanation for each move. In many positions it is impossible to say which is the best move, and even more impossible to say why. Furthermore, there may be five moves that are so good that it seems they must be rewarded, and five others where it upsets the reader that he does not get any points if this is not followed by a long explanation of the verdict. I have seen some 'tests' in books and magazines where it would be meaningless to claim that there was a connection between the strength of the moves and the points received. It resembled a lottery or guessing-game very closely.

I should like to try and explain why many of the games I have chosen are so short; it is not so that they can fit on one page! They are games in which one player makes an early error which gets him into trouble and, with very precise play, he is beaten. This is not the most exciting sort of chess game, but it is the most instructive, even if it may lead some people to think that chess is not very difficult. In any case, games like these are the most useful for test purposes. Of course, in some cases I had to write that a move other than the one played would also produce points; in some cases this other move might even be better. But in by far the majority of the 700 or so positions which the reader must consider in this section, only one move is correct. If that is obvious, good; otherwise you must trust my judgement. And your partner's ! *The moves in a master game are not all that difficult to guess, unlike in a beginner's game*; and when you look more closely, you will notice that even in some of the most difficult games there is a logical connection between the moves. Of course there are waiting moves and psychological tricks in master games, but not in the games that follow. Here the accent is on active, energetic, and effective play. In some of the games this means that, in connection with the opening moves, the variation can be found that makes things difficult for the opponent, even if all the variations may lead to equality with the best defensive play.

In some cases I have given negative points for bad mistakes. It is possible to play better than the opponent for hours, and then suddenly get a zero on the tournament table after just one moment of lost concentration.

Maybe I should have given more negative points, because it is a fact that if a move is very easy to spot, and is therefore given only a single point, then seriously bad play in connection with that particular move will reduce the score by only one point! This is an afterthought, for I could not bring myself to write three hundred times: *aomawaltp* (all other moves are wrong and lose ten points!). On the other hand it would have been fun receiving letters from readers who had a negative score...

Now about slacking: this is not an expensive book; yet in spite of its price it contains several hundred hours of reading! You must realize that you are not testing yourself seriously if, in twenty minutes, you try to find the moves that a grandmaster would take a couple of hours to find. As you may know, the thinking time is two and a half hours for 40 moves in nearly all large tournaments.

In *Find the Plan* and *Find the Combination* you always knew that the particular position was critical. You do not know this here, nor do you know if the position contains a combination either. That is why it is difficult!

That is what one might call the declaration of the product, and now on to the instructions: page by page, line by line, and no cheating!

That means, as in all good recipes, that something is taken. Here it is a piece of paper or cardboard which is not transparent. It must be used for covering part of the page. When playing a game on the left-hand page, you must also cover the right-hand page if you want to be quite sure not to cheat.

Then you start at the top of the page and read line by line. A couple of lines from the top, the game starts, and unless you are the world champion at blindfold chess, you will realize that a board and chessmen are indispensable.

A pen or pencil is useful for noting down moves and points. If you want to conduct a really critical test of your way of playing chess, then you should record your thinking time for each move, and this obviously requires a clock.

In all the games the moves are in full notation. That means e2-e4 and Ng1-f3 as opposed to the short form, e4 and Nf3. When you have finished thinking about a specific move, you move one line down and look at the left-hand side of the page. There the played move is given, and to its right stands the number of points at which it is valued. If you have decided on another move then it is to be hoped that, further to the right, it will say that this move also earns points. If it does not, then you have almost certainly got a zero – almost certainly. Sometimes a pleasant announcement is made one or two moves later. Maybe the move you would have played earlier is played then, and maybe it says that had you played it earlier you ought to have been given points. Of course it would be easy if, in advance I gave you the idea by writing: also 2p for Ne5, when of course, you would play Ne5 next move.

On the bottom line the maximum score for the game is given. You can add up your own points and look at your percentage score. It will not be 100 very often, but if a national team player ever gets below 75, then it is to be hoped that he has been slacking. I imagine that a player of the first class should score an average of approximately 65 percent.

Game 1

With Black in the Spanish Opening you play the Marshall Attack, and take your opponent by surprise with 9... e4: 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Bf1-b5 a7-a6 4 Bb5-a4 Ng8-f6 5 0-0 Bf8-e7 6 Rf1 -e1 b7-b5 7 Ba4-b3 0-0 8 c2-c3 d7-d5!? 9 e4xd5 e5-e4!? 10 d5xc6. Off you go!

10... e4xf3 1p 11 Qd1xf3

11... Bc8-g4 1p 12 Qf3-e3

12... Rf8-e8! 2p 13 d2-d4

13... Be7-d6 1p 14 Qe3-d2

14... Bd6-f4! 3p (That was that!) 15 Re1xe8+

15... Qd8xe8 0p! 16 Qd2-d3

16... Qe8-e1+ 1p 17 Qd3-f1

17... Bf4xh2+ 1p 18 Kg1xh2

18... Qe1xf1 0p 19 Resigns

(Played several times, among others Pedrosa-Resina, Lisbon 1954)

I have a book which gives 12... Bd6, and now I will explain why I do not award points for this: the rook goes to e8 in every case, the bishop could go somewhere else, e.g. 13 f3 Bc5! 12 Qe3 is a beginner's move. According to most recent books, 11 d4 is the strongest. Development!

9... e4 was never popular, 9... Nxd5 10 Nxe5 Nxe5 11 Rxe5 c6 is preferred. Marshall 's original idea here was 11... Nf6 12 d4 Bd6 13 Re1 Ng4, but according to many experts, 13 Re2 gives White an advantage (possible also 13 Re1 Ng4 14 h3 Qh4 15 Qf3 Nxf2 16 Bd2!!)

Maximum: 10 points.

Game 2

You are White; you consider your opponent to be a poor defensive player and play the following questionable gambit: 1 e2-e4 e7-e5 2 Bf1-c4 Ng8-f6 3 Ng1-f3 Nf6xe4. Play it tough now!

4 Nb1-c3! 2p (Otherwise 4... d5 is good) 4 Ne4xc3

5 d2xc3 2p 5... f7-f6

6 0-0 3p (1p for 6 Nh4) 6… Bf8-e7

7 Bc1-h6! 4p 7... Ke8-f8

8 Nf3xe5! 3p 8... f6xe5

9 Qd1-d5! 3p 9... Qd8-e8

10 Qd5-f3+ 1p 10... Be7-f6

11 Qf3xf6+ 1p 11... Qe8-f7

12 Qf6xf7 mate 1p In order to get a nice round total. (Grother-X, Berlin 1954)

This gambit can also arise from the Petroff Defence: 2 Nf3 Nf6 3 Bc4?! or from the Two Knights Defence: 2 Nf3 Nc6 3 Bc4 Nf6 4 Nc3 Nxe4 5 0-0 or even from the Four Knights Game: 2 Nf3 Nc6 3 Nc3 Nf6 4 Bc4 Nxe4 5 0-0?! It is nearly correct!

6... Be7?? is very weak, and after 7 Bh6 Black is without a defence (7... gxh6 8 Nxe5). At the sixth move Black can chose among d6, Nc6, and Qe7.

The manoeuvre Qd5-f3 is quite clever and together with 7 Bh6 it carries the game a bit above most of these ultra-short games, which are often disfigured by gross mistakes by the defender.

Maximum: 20 points.

Game 3

You are White in this strange opening: 1 e2-e4 d7-d6 2 d2-d4 g7-g6 3 Nb1-c3 Bf8-g7 4 f2-f4 Nb8-d7?! Never say die!

5 Ng1-f3 2p 5... e7-e5

6 f4xe5 2p 6... d6xe5

7 d4xe5 2p (Same score with 6 dxe5) 7... Nd7xe5

8 Qd1xd8+ 1p 8... Ke8xd8

9 Bc1-g5+ 2p 9... Kd8-e8

10 Nc3-d5! 3p 10... Ne5xf3+

11 g2xf3 0p 11... Ke8-d7

12 0-0-0 2p (Same for 12 Rd1) 12... Kd7-c6

13 Nd5-b4+ 3p 13... Kc6-b6

14 Rd1-d5! 3p Black resigned

Because of 14... c6 15 Bd8 mate, and 14... a6 15 Be3+ c5 16 Rxc5 Bh6 17 f4 Bxf4 18 Nd5+ winning a piece (Clarke-Jerolim, Amsterdam 1954).

Black was in trouble from the start, but with 9... f6 10 Nxe5 Be6 and even with 11... Kf8 he would only lose a pawn in the first instance.

Maximum: 20 points.

Game 4

You are White in the Vienna Game: 1 e2-e4 e7-e5 2 Nb1-c3 Nb8-c6 3 Bf1-c4 Bf8-c5 4 Qd1-g4 Qd8-f6. Go!

5 Nc3-d5 ! 5p 5... Qf6xf2+

6 Ke1-d1 0p 6... Ke8-f8

7 Ng1 -h3 2p 7... Qf2-d4

8 d2-d3 1p 8... Bc5-b6

9 Rh1-f1 3p What do you play against 9... d6? The easiest is 10 Qf3 Be6 11 c3 Qc5 12 b4 winning a piece. 2p. But your opponent plays 9... Ng8-f6.

10 Rf1xf6! 3p 10... d7-d6

11 Qg4xg7+! 3p 11... Kf8xg7

12 Bc1-h6+ 0p 12... Kg7-g8

13 Rf6-g6+ 1p (Also 1p for Ne7+) 13... h7xg6

14 Nd5-f6 mate 0p

(Won by Horowitz in Los Angeles 1940)

4... Qf6 is a decisive mistake which has been known since the game Mieses-Chigorin, Ostend 1906. Apart from the threats to c7, f7, and g7 there is a chance of trapping the black queen.

I included this opening trap here because from time to time I win with this in simultaneous games. I would like to say to the unlucky ones: read my books!

Maximum: 20 points.

Game 5

You are Black and try to confuse your opponent with a rather unusual variation of the French: 1 e2-e4 e7-e6 2 d2-d4 d7-d5 3 Nb1-c3 Ng8-f6 4 Bc1-g5 Bf8-e7 5 e4-e5 Nf6-e4?! 6 Bg5xe7 Qd8xe7 7 Nc3xe4 d5xe4 8 Qd1-e2. Que faire?

8... Nb8-d7 2p (Same score for 8... b6) 9 0-0-0

9... f7-f5 1p 10 e5xf6 e.p.

10... Nd7xf6 1p 11 g2-g3

11... 0-0 2p 12 Bf1-g2

12... e6-e5 2p 13 Bg2xe4

13... Nf6xe4 2p 14 Qe2xe4

14... Rf8xf2 2p 15 Ng1-f3

15... Qe7-f7! 4p 16 Nf3-g5

16... Bc8-f5 2p 17 Qe4xb7

17... Rf2xc2+ 1p 18 Kc1-b1

18... Rc2-c1+! 1p 19 Kb1xc1

19... Qf7-c4+ 0p 20 Kc1-d2

20... Qc4-d3+ 0p 21 Kd2-e1

21... Qd3-e3+ 0p 22 Ke1-f1

22... Ra8-f8! 2p 23 Resigns

(Spielmann-v.d. Bosch, 1935)

The variation is unsound. White could, amongst other things, get an advantage by 11 f3. But he went wrong there, and after 15... Qf7! Black had virtually won.

Maximum: 25 points.

Game 6

The Fajarowicz Gambit! You are White and play 1 d2-d4 Ng8-f6 2 c2-c4 e7-e5?! 3 d4xe5 Nf6-e4 4 Qd1-c2. We start off with a little extra question: what do you play against 4... d5?

4... d5? 5 exd6 e.p. Bf5 is no good because of 6 Nc3!, e.g. 6... Ng3? 7 Qa4+ (e4 is good enough to give an advantage) Bd7 8 dxc7! Qxc7 9 Nb5 and wins. Or 6... Nxd6 7 e4 with a great advantage. 2 extra points for 5 exd6 and 6 Nc3! But your opponent plays: 4... Bf8-b4+

5 Nb1-c3! 2p (1p for 5 Bd2) 5... d7-d5

6 e5xd6 e.p. 1p 6... Bc8-f5

7 Bc1-d2! 3p (It is not a good idea to waste time with a lot of queen moves). An extra question: what do you play against 7... Bxc3 8 Bxc3 Ng3? 3p for 9 c4. Black plays: 7... Ne4xd6

8 e2-e4 1p 8... Bb4xc3

9 Bd2xc3 1p 9... Bf5xe4

10 Qc2-d2 1p 10... 0-0

11 0-0-0 1p 11... Nb8-c6

12 c4-c5 2p What now against 12... Ne8? 12... Ne8 13 Qf4 Qe7 14 Re1 (2p). 12... Nd6-f5

13 f2-f3! 3p (13 Qf4? Qh4) 13... Qd8xd2+

14 Rd1xd2 1p 14... Nf5-e3

15 f3xe4 1p 15... Ne3xf1

16 Rd2-e2 1p White wins easily; the knight on f1 is trapped.

(Carbonnel-Starke, Leipzig 1953)

A good example of active play by White against the gambit player, who tries to take the initiative. But 11... Nc6?? was a bad mistake; after 11... Nd7 White is only slightly better. The bishop on c3 is strong.

Maximum: 25 points.

Game 7

The Colle Variation of the Queen's Pawn Game was once very popular with people who had no desire to study theory: 1 d2-d4 Ng8-f6 2 Ng1-f3 d7-d5 3 e2-e3 e7-e6 4 Bf1-d3 Bf8-e7. You are White!

5 Nb1-d2 1p 5... 0-0

6 0-0 1p (Same score for 5 0-0) 6... Nb8-d7

7 e3-e4 3p (2p for 7 b3, which is fine, but not a Colle; 1p for 7 Qe2) 7... d5xe4

8 Nd2xe4 1p 8... Nf6xe4

9 Bd3xe4 0p 9... Nd7-f6

10 Be4-d3 1p 10... c7-c5

11 d4xc5 2p 11... Be7xc5

12 Bc1-g5 2p 12... Bc5-e7

13 Qd1-e2 2p (1p for 12 Qe2) 13... Qd8-c7

14 Ra1-d1 2p 14... Rf8-d8

15 Nf3-e5 2p (1p for 14 Ne5) 15... Bc8-d7

1 6 Bd3xh7+ 4p (2p for 16 Bxf6 17 Bxh7+ Kf8!) 16... Kg8xh7

17 Bg5xf6 1p 1 7... Be7xf6

18 Qe2-h5+ 1p 18... Kh7-g8

19 Qh5xf7+ 1p 19... Kg8-h7

20 Rd1-d3 1p Black resigned

(Colle-Buerger, Hastings 1928/29)

A weak game by Black. With 17... Be8 he could have limited the loss to one pawn. But 15... Bd7?? was of course an oversight.

The late Belgian master Colle gained lots of fairly easy victories with this system, but it went out of fashion partly because Black can play 3... Bf5 with a comfortable development.

Maximum: 25 points.

Game 8

You are White in the Spanish Opening. Black plays the gambit variation 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Bf1-b5 f7-f5?! Get him!

4 Nb1-c3 (!) 3p (Theoretically the strongest, 2p for d3, 1p for Bxc6, d4, or exf5) 4... Bf8-b4

5 e4xf5 2p 5... Ng8-f6

6 0-0 2p (Most energetic. 1p for Bxc6) 6... 0-0

7 d2-d4 2p (Again very energetic; 1p for Bxc6) 7... Nc6xd4

8 Nf3xd4 1p 8... e5xd4

9 Qd1xd4 1p 9... Bb4xc3

10 Qd4xc3 1p 10… d7-d5

11 Bb5-d3 1p 11... b7-b6

12 b2-b4! 3p 12... Nf6-e4

13 Bd3xe4 1p 13... d5xe4

14 Bc1-b2 1p 14... Rf8-f7

15 Ra1-d1 1p 15... Qd8-g5

16 Qc3-c6! 2p 16... Ra8-b8

17 Qc6-e8+ 1p 17... Rf7-f8

18 Qe8-e5 1p What follows 18... Bxf5? 18... Bxf5? 19 Rd7! (2p) 18... Rf8-f7

19 f2-f4 2p 19... Qg5-e7

20 Qe5xe7 1p 20... Rf7xe7

21 Rd1-d8+ 1p 21... Kg8-f7

22 Rd8-h8 1p – and White won easily!

(Suetin-Zinn, 1965)

An excellent refutation of 4.. Bb4, which is not a commendable move, in spite of Swedish analysis.

4 Nc3 should not be played unless all the critical variations after 4... fxe4 5 Nxc4 d5!? are known. Otherwise 4 d3 is a sensible reaction to the cheeky 3... f5.

Maximum: 30 points.

Game 9

You are Black in the open variation of the Spanish; 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Bf1-b5 a7-a6 4 Bb5-a4 Ng8-f6 5 0-0 Nf6xe4 6 d2-d4. Shoot!

6... b7-b5 2p 7 Ba4-b3

7... d7-d5 2p 8 Nf3xe5

8... Nc6xe5 1p 9 d4xe5

9... Bc8-b7 2p (1p for 9... c6) 10 Bc1-e3

10... Bf8-c5 2p 11 Qd1-g4

11... Bc5xe3 3p 12 Qg4xg7

12… Qd8-g5 3p 13 Qg7xh8+

13… Ke8-e7 1p 14 Qh8xh7

14... Be3xf2+ 1p What against 15 Rxf2? 15 Rxf2 Qc1+ 16 Rf1 Qe3+ 17 Kh1 Nf2+ 18 Kg1 Nh3+ 19 Kh1 Qg1+ (1p) 15 Kg1-h1

15... Ra8-g8 2p 16 Qh7-h3

16… Bb7-c8 2p What against 17 Qf3? 17 Qf3 Ng3+! (1p) White played 17 g2-g4

17... Bc8xg4 1p What against 18 Qg2? 18 Qg2 Bf3 19 Qxf3 Qg1+! (1p) 18 White resigns

(Zaitsev-Rokhlin, Yaroslavl 1954)

8 Nxe5 is not as common as dxe5, but it is perfectly playable. 8... Be6 is good against dxe5, but here 9... Be6 is not so good, as the white f-pawn is ready to go forward; for example after 9 c3 Bc5 10 Qe2 and Be3.

9... Bb7 is the most energetic, but 9... c6 is also good.

11 Qg4 is a serious mistake; White forgets to develop his queen's wing.

Maximum: 25 points.

Game 10

Giuoco Piano: 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Bf1-c4 Bf8-c5 4 c2-c3 Qd8-e7. Here we start!

5 d2-d4 2p (1p for 5 0-0) 5... e5xd4

6 0-0 2p 6... d4-d3

7 b2-b4 2p 7... B c5-b6

8 e4-e5! 3p (Makes Black's development difficult. 7 e5 is also good, and gets the same score)

8... d7-d6

9 Bc1-g5 3p 9... f7-f6

10 e5xf6 1p 10... g7xf6

11 Rf1-e1 1p 11... Nc6-e5

12 Nf3xe5 1p 12... d6xe5

13 Qd1-h5 1p 13... Ke8-d8

14 Bg5-h4 1p 14... a7-a5

15 Re1xe5 1p 15... Qe7-f8

16 Bc4xg8! 3p 16... Rh8xg8

17 Re5-e8+! 2p 17... Qf8xe8

18 Bh4xf6+ 0p 18... Qe8-e7

19 Qh5-d5+! 2p Black resigns

(Suetin-Shivtsov, Moscow Championship 1945)

4... Qe7 is very good, followed by 5... Bb6. But 4... Nf6 is by far the most common. Black could still resist with 10... Nxf6.

It is notable that the white attack made its way through without the assistance of the two pieces on b1 and a1, which is rare in master games.

Black was never very well known, but White was world champion at correspondence chess in 1975.

Maximum: 25 points.

Game 11

It went so well with the Giuoco Piano. Why always play the Spanish? Many players have read everything in the book about 3 Bb5, but have skipped lightly across Bc4... 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Bf1-c4 Bf8-c5 4 c2-c3 Ng8-f6 5 d2-d4 e5xd4 6 c3xd4 Bc5-b4+ Ready!

7 Bc1-d2 1p (The famous Møller Attack is regarded as refuted: 7 Nc3?! Nxe4 8 0-0 Bxc3 9 d5 Bf6 10 Re1 Ne7 11 Rxe4 d6 12 Bg5 Bxg5 13 Nxg5 h6! – The old continuation 13... 0-0 14 Nxh7 would give only a draw) 7... Bb4xd2+

8 Nb1xd2 1p B... d7-d5

9 e4xd5 1p 9... Nf6xd5

10 Qd1-b3 2p (Less energetic 10 0-0, 1p) 10... Nc6-e7

11 0-0 1p 11... 0 -0

12 Rf1-e1 2p (12 Ne5 gets 1p) 12... c7-c6

13 a2-a4 1p (2p for Ne4, 1p for Ne5) 13... Qd8-c7

14 Ra1-c1 2p 14... Nd5-f4

15 Nf3-g5! 2p 15... Ne7-g6

16 Re1-e8! 3p 16... Rf8xe8

17 Bc4xf7+ 0p 17... Kg8-h8

18 Bf7xe8 0p 18... Nf4-e2+

19 Kg1-h1 1p 19... Ne2xc1

20 Ng5-f7+ 0p 20... Kh8-g8

21 Nf7-h6+ 0p 21... Kg8-f8

22 Qb3-g8+ 1p 22... Kf8-e7

23 Be8xg6 1p 23... h7xg6

24 Qg8xg7+ 1p 24... Ke7-d8

25 Qg7-f8+ 1p 25... Kd8-d7

26 Nd2-e4! 2p 26... Qc7-d8

27 Qf8-d6+ 1p 27... Kd7-e8

28 Ne4-f6+ 1p – and White won easily,

(Schiffers-Harmonist, Frankfurt 1887!)

14... Nf4 was the decisive mistake.

Maximum: 25 points.

Game 12

You are Black in the Scotch: 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 d2-d4 c5xd4 4 Nf3xd4 Ng8-f6 5 Nd4xc6. Do not be miserly now!

5... b7xc6 1p 6 Bf1-d3

6... d7-d5 1p 7 e4-e5

7... Nf6-g4 2p 8 Bc1-f4

8... Bf8-c5 1p 9 0-0

9... g7-g5! 2p 10 Bf4-d2

10... Qd8-e7 2p 11 Bd2-c3

11... Bc8-e6 1p 12 h2-h3

12... h7-h5! 3p 13 h3xg4

13... h5xg4 1p 14 g2-g3

14... Qe7-f8! 2p 15 Kg1-g2

15.. Rh8-h2+! 5p (A rook for a tempo!) 16 Kg2xh2

16... Qf8-h6+ 1p 17 Kh2-g1

17... Qh6-h3 1p (The same for Ke7, Kd7, or 0-0-0) 18 Bc3-d4

18... 0-0-0 1p (18... Bxd4? 19 Be4!) 19 Bd3-h7

19... Rd8-h8 1p 20 Qd1-d3

20... Bc5xd4 1p 21 Nb1-d2

21... Rh8xh7 1p 22 Qd3xh7

22... Qh3xh7 1p 23 c2-c3

23... Bd4-b6 1p 24 Nd2-b3

24... Be6-f5 1p 25 White resigns

(Mieses-Fuchs, Vienna 1923. White was playing simultaneously).

6 Bd3 is a bit sloppy (6 Nc3!), and partly because of this game, 7 e5 is regarded as a bad mistake.

Maximum: 30 points.

Game 13

Spanish Four Knights Game: 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Nb1-c3 Ng8-f6 4 Bf1-b5 Bf8-b4 5 0-0 0-0 6 d2-d3 d7-d6 7 Bc1-g5 Bb4xc3 8 b2xc3 Nc6-e7. You are White!

9 Nf3-h4 2p (1p for 9 Bxf6) 9... c7-c6

10 Bb5-c4 1p 10... Bc8-e6

11 Bg5xf6 2p 11... g7xf6

12 Bc4xe6 2p 12... f7xe6

13 Qd1-g4+ 1p 13... Kg8-f7

14 f2-f4! 3p 14... Rf8-g8

15 Qg4-h5+ 1p 15... Kf7-g7

16 f4xe5 2p 16... d 6xe5

17 Rf1xf6! 4p 17... Kg7xf6

18 Ra1-f1+ 1p 18... Ne7-f5

19 Nh4xf5!! 5p (Deeply calculated! But 2p for exf5) 19... e6xf5

20 Rf1xf5+ 1p 20... Kf6-e7

21 Qh5-f7+ 1p 21... Ke7-d6

22 Rf5-f6+ 1p 22... Kd6-c5

23 Qf7xb7! 3p 23... Qd8-b6

24 Rf6xc6+! 2p 24... Qb6xc6

25 Qb7-b4 mate! 2p (An extra 6p if you spotted this position at move 19).

(Capablanca-Herman Steiner, Los Angeles 1933)

8... Ne7 is a bit doubtful, but the bad mistake was 10... Bc6. 19 Nxf5 is the clearest win if one can calculate six moves ahead. But 19 exf5 should win too, as Black's position is completely disorganized.

Neither 22... Qxf6 nor 24... Kb5 gives Black any chance. However, Black probably allowed the mate because of the audience, as it was an exhibition game with living pieces!

Maximum: 40 points.

Game 14

You are Black in the Rubinstein Variation of the Four Knights Game: 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Nb1-c3 Ng8-f6 4 Bf1-b5 Nc6-d4 5 Nf3xe5. How cheeky!

5... Qd8-e7! 3p (1p for Nxb5 and Bc5) 6 f2-f4

6... Nd4xb5 2p 7 Nc3xb5

7... d7-d6 1p 8 Ne5-f3

8... Qe7xc4+! 2p 9 Ke1-f2

9... Nf6-g4+ 2p 10 Kf2-g3

10... Qe4-g6! 3p 11 Nf3-h4

11... Qg6-h5 2p 12 Nb5xc7+

12... Ke8-d8 1p 13 h2-h3

13... Ng4-f6 2p 14 Nc7xa8

14... Qh5xh4+!! 5p 15 Kg3xh4

15... Nf6-e4 0p 16 Qd1-h5

16... Bf8-e7+ 1p 17 Qh5-g5

17... Be7xg5+ 1p 18 f4xg5

18... h7-h6 1p 19 g5-g6

19... f7xg6 1p What now against 20 Re1? 20 Re1 g5+ 21 Kh5 Bf5 (1p) 20 g2-g4

20... Bc8-d7! 2p White resigns

(Gelenczei-Alföldy, Budapest 1952)

The queen sacrifice had been analysed many years earlier. Bogoljubow and Spielmann played 5 Nxe5 in several games against Rubinstein just after the first world war, and 10... Kd8 11 h3 among others was found to be good for White.

13 Nxa8 g5! also gives Black a strong attack.

Maximum: 30 points.

Game 15

You are Black; you regard this opponent as your superior in a dry positional game, so you try the Schliemann Gambit: 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Bf1-b5 f7-f5?! He plays 4 Nb1-c3. Then what?

4... Ng8-f6 1p (Same for fxe4 and for Nd4) 5 e4xf5

5... Bf8-c5 3p (1p for 5... e4) 6 0-0

6... 0-0 1p 7 Rf1-e1

7... d7-d6 1p 8 Nc3-a4

8... e5-e4 3p 9 Na4xc5

9... d6xc5 2p 10 Bb5xc6

10... b7xc6 1p 11 Nf3-h4

11... g7-g5! 1p 12 f5xg6 e.p.

12... Nf6-g4 1p 13 g6xh7+

13... Kg8-g7! 4p 14 g2-g3

14... Qd8-d4 1p 15 Qd1-e2

15... Rf8xf2 1p 16 Qe2xe4

16... Rf2-f1 + 2p (Same for Rg2+) 17 Resigns.

(Matanovic-Janosevic, Belgrade 1953)

7 Re1 is weak, and 8 Na4 an error. Note that after 13... Kxh7?, 16 Qxe4 would have been with check!

Instead of Re1, it is claimed that 7 Ne5 Nxe5 8 d4 would give White a slight advantage. 3... f5 is clearly sharper than Black could afford, but many players have had good results with this gambit. One reason is of course that such a variation has been especially studied by Black, whereas White only knows it superficially.

Maximum: 25 points.

Game 16

You avoid the most analysed variations of the Sicilian by playing 1 e2-e4 c7 -c5 2 Ng1 -f3 d7-d6 3 Bf1-b5+. Black answers 3... Bc8-d7, and then you take the lead!

4 Bb5xd7+ 1p 4... Qd8xd7

5 c2-c4 1p (Same for 5 0-0) 5... e7-e5

6 0-0 1p (Same for 6 Nc3) 6... g7-g6

7 Nb1-c3 1p 7... Bf8-h6

8 Nc3-d5 2p 8... Nb8-c6

9 a2-a3! 1p (1p for 9 Rb1) 9... Nc6-e7

10 b2-b4 1p 10... Ne7xd 5

11 c4xd5 1p 11... c5xb4

12 d2-d4!! 4p 12... f7-f6

13 d4xe5 1p 13... f6xe5

14 a3xb4 1p 14... Bh6xc1

15 Ra1xc1 1p 15... Ng8-f6

16 Nf3-g5 1p 16... 0-0

17 f2-f4! 3p 11... Nf6-g4

18 Qd1-e2 2p 18... e5xf4

19 Ng5-e6 1p 19... Ng4-e5

20 Rc1-c7 1p 20... Qd7-a4

21 Qe2-f2 1p 21... Qa4xb4

22 Rc7-g7+ 1p 22... Kg8-h8

23 Qf2-h4 1p 23... h7-h5

24 Qh4-g5 1p 24... Ne5-g4

25 Rg7-h7+! 1p (But -10p for 25 Qxg6?? Qb6+!) Resigns

(Larsen-Suboticanec, Zagreb 1955. Youthful memories!)

White always stands better after 12 d4. But Black had no need to invite the knight to e6.

5 c4 is actually a pawn sacrifice, but 5... Qg4 6 0-0 Qxe4 7 d4 is very dangerous for Black. 5 0-0 Nf6 6 Nc3 makes the formation with c4 impossible, therefore many masters prefer 5 c4.

Maximum: 30 points.

Game 17

You are White in the Sicilian: 1 e2-e4 c7-c5 2 Ng1-f3 d7-d6 3 d2-d4 c5xd4 4 Nf3xd4 Ng8-f6 5 Nb1-c3 e7-e6 6 Bf1-e2 a7-a6. Never say die!

7 0-0 1p 7... Qd8-c7

8 f2-f4 1p 8... Nb8-c6

9 Bc1-e3 2p (1p for Kh1. But the strict judge gives nothing for Be3 on the 8th move. Before Nc6 there is no reason to cover d4, and in some positions with b5, Bb7, and Nd7-c5 the bishop on e3 obstructs the defence of e4!) 9... Bf8-e7

10 Qd1-e1 2p (A standard manoeuvre in this variation) 10... Nc6xd4

11 Be3xd4 0p 11... e6-e5

12 f4xe5 12... d6xe5

13 Qe1-g3! 4p 13... Be7-c5

14 Bd4xc5 2p (1p for Qxg7) 14... Qc7xc5+

15 Kg1-h1 1p 15... Ke8-f8

16 Nc3-d5! 3p 16... Nf6xe4

17 Qg3xe5 1p 17… Ne4-f6

18 Ra1-d1 2p What against 18... Nxd5? 18... Nxd5 19 Bh5! (2p) 18... Bc8-e6

19 b2-b4 1p 19... Qc5-c6

20 Nd5xf6 1p 20... g7xf6

21 Rf1xf6 1p 21... Rh8-g8

22 Be2-f3 1p (-10p if you missed the mate threat!) 22... Qc6-b6

23 Rd1-d6 1p 23... Qb6-f2

24 Bf3xb7 1p 24... Qf2xc2

25 Rd6xe6 1p Black resigns

(Boleslavsky-Böök, Interzonal tournament Saltsjöbaden 1948)

11... e5 was obviously a decisive mistake.

Maximum: 30 points.

Game 18

Sicilian. With White against the Dragon Variation you play Levenfish's 6 f4: 1 e2-e4 c7-c5 2 Ng1-f3 d7-d6 3 d2-d4 c5xd4 4 Nf3xd4 Ng8-f6 5 Nb1-c3 g7-g6 6 f2-f4!? Nb8-c6 7 Nd4xc6 b7xc6. Start!

8 e4-e5 3p (Otherwise Nxc6 would have been meaningless. This exchange could strengthen Black's centre, therefore 0p for all other moves.) 8... d6xe5

9 Qd1xd8+ 1p 9... Ke8xd8

10 f4xe5 1p 10... Nf6-d5

11 Nc3xd5 1p 11... c6xd5

12 Bc1-g5! 4p (2p for Bc3 and Bf4) 12... h7-h6

13 Bg5-h4 1p 13... g6-g5

14 Bh4-f2 1p (Same for 14 Bg3) 14... Bf8-g7

15 0-0-0! 3p (1p for 15 Bd4) 15.. Bc8-b7

16 Bf2-d4 2p 16... e7-e6

17 Bf1-e2! 1p 17... Rh8-e8

18 Rh1-f1 1p 18... Re8-e7

19 Be2-h5 1p 19... Kd8-e8

20 Rf1xf7! 2p 20... Ke8-d7

21 Rf7xe7+ 1p 21... Kd7xe7

22 Rd1-f1 1p Black resigns

(Donner-Spanjaard, Netherlands 1953)

Black played weakly. 10... Ng4 11 Bf4 Be6 is regarded as satisfactory, but Nd5 is no bad mistake. The Idea of Bg5 was to weaken the black pawn position. In the game this weakening was decisive (Bh5!), but Black could have defended himself better; 14... Be6 is one way. After 17 Be2 White is in a winning position, e.g. 17... h5 18 Rhf1 Ke8 19 Bb5+ Kf8 20 Rf2 Bh6 21 Rdf1 g4+ 22 Kb1 Rh7 23 Bd3 Rg7 24 Bg6!

Maximum: 25 points.

Game 19

The Levenfish Variation again: you are White 1 e2-e4 c7-c5 2 Ng1-f3 d7-d6 3 d2-d4 c5xd4 4 Nf3xd4 Ng8-f6 5 Nb1-c3 g7-g6 6 f2-f4!? Bf8-g7. Now what?

7 e4-e5!? 2p 7... d6xe5

8 f4xe5 0p 8… Nf6-g4

9 Bf1-b5+! 3p 9... Nb8-c6

10 Nd4xc6 1p 10... Qd8xd1+

11 Nc3xd1 1p (But 2p for 11 Kxd1!) 11... a7-a6

12 Bb5-a4 1p 12… Bc8-d7

13 h2-h3 2p 13... Ng4-h6

14 Nc6xe7 2p 14... Bd7xa4

15 Ne7-d5 1p 15... Ra8-d8

16 c2-c4 2p 16... Nh6-f5

17 Bc1-g5 1p 17... Rd8-d7

18 Nd1-c3 1p 18... Ba4-c6

19 0-0-0 1p What now against 19... 0-0? 19... 0-0 20 g4! is strong (2p) 19... h7-h5

20 Nd5-c7+! 2p 20... Ke8-f8

21 Rd1xd7 1p 21... Bc6xd7

22 Rh1-d1 1p 22... Bg7xe5

23 Rd1xd7 0p and White won easily.

(Pilnik-Kashdan, New York 1948)

6... Bg7 was regarded as a mistake for a long time. After 9 Bb5+ Black is already finished. In Dubrovnik 1950 a Greek played 9... Kf8 against Eigil Pedersen and resigned after 10 Ne6+.

Bg7 can possibly still b e played with the continuation 7... Nh5! The idea is to break up White 's centre with the threats Nxf4, Bxf4, dxe5. There is no good analysis of this. Many people know that Bg7 is a mistake, and then they get confused when, after 7... Nh5, they cannot find anything which gives good results in practice. After 8 Bb5+ Bd7 9 e6 fxe6 10 Nxe6 Bxc3+ 11 bxc3 the Russian theorists apparently know only 11... Qa5 12 Bd2! with advantage to White. 11... Qc8! is good. There are mistakes like that in many books.

Maximum: 25 points.

Game 20

You are Black and playing the French: 1 e2-e4 e7-e6 2 d2-d4 d7-d5 3 Nb1-c3 Ng8-f6 4 Bc1-g5 Bf8-e7 5 e4-e5 Nf6-d7 6 h2-h4. Allons enfants!

6... c7-c5 2p (The same for f6 and g6, 1p for a6, Nc6, 0-0 and Bxg5; theorists regard the last two

as refuted, but reinforcements will probably turn up sooner or later) 7 Nc3-b5

7... f7-f6 2p (Interesting, but probably not correct, is 7... cxd4 8 Nd6+ Kf8 9 Bxe7+ Qxe7 10 Nxc8 Qb4+. But 1p for cxd4 and also for 7... 0-0, with the idea 8 Bxe7 Qxe7 9 Nc7 cxd4) 8 Bf1-d3

8... a7-a6 3p (2p for Nc6, 1p for cxd4) 9 Qd1-h5+

9... Ke8-f8 1p 10 Ng1-h3

10... c5xd4!! 5p 11 Nh3-f4

11... Nd7xe5 1p 12 Nb5xd4

12... Qd8-b6 1p 13 0-0-0

13... Qb6xd4! 4p (13... fxg5 passes, 2p) 14 Bd3-b5

14... Qd4xd1+ 2p 15 Rh1xd1

15... a6xb5 1p 16 Nf4-d3

16... Nb8-c6 1p 17 Bg5-e3

17... Ra8xa2 1p 18 Kc1-b1

18... Ra2-a4 1p (Same for Ra6 and Ra8) Black won easily.

(Ragozin-Yanofsky, Interzonal tournament Saltsjöbaden 1948)

Note well Black's 10th move. To break White's centre was much more effective here than to take one of the pieces on offer.

10 Nh3 is an unsound trap move.

Maximum: 25 points.

Game 21

With White in the French you play the Alekhine-Chatard Variation: 1 e2-e4 e7-e6 2 d2-d4 d7-d5 3 Nb1-c3 Ng8-f6 4 Bc1-g5 Bf8-e7 5 e4-e5 Nf6-d7 6 h2-h4!? and Black answers 6... c7-c5. Your go!

7 Nc3-b5!? 2p (The same for Qg4, but 1p for Bxe7!) 7... f7-f6

8 Bf1-d3!? 3p (8 exf6 Nxf6 is comfortable for Black) 8... a7-a6

9 Qd1-h5+ 1p 9... Ke8-f8

10 Rh1-h3! 4p 10... a6xb5

11 Bg5-h6! 3p 11... Qd8-a5+

12 Bh6-d2 1p 12... Qa5-c7

13 Rh3-g3 2p 13... c5xd4

14 Ng1-f3 2p 14... Nd7xe5

15 Rg3xg7! 3p What against 15... Nxf3+? 15... Nxf3? 16 Kd1 (2p) 15... h7-h6

16 Bd3-h7! 3p (16 Bxh6?? Rxh6 and Bb4+) 16... Kf8xg7

17 Qh5xh6+ 1p 17... Kg7-f7

18 Qh6-h5+1p 18... Kf7-g7

19 Qh5-h6+ 1p Draw!

(Stahlberg-Rosetto, Vina del Mar 1947)

As hinted in the distribution of points, 7 Bxe7 is regarded as White's strongest continuation ; 7... Qxe7 8 Nb5 or 7... Kxe7 8 f4.

After 7 Nb5 White has got nothing better than the continuation as played. 11... Qa5+ was obviously an attempt to win; Black wanted to provide the king with the square d8 and then take on h6.

Maximum: 30 points.

Game 22

You are White in the French: 1 e2-e4 e7-e6 2 d2-d4 d7-d5 3 Nb1-c3 Bf8-b4 4 e4-e5 Ng8-e7 5 a2-a3 Bb4xc3+ 6 b2xc3 b7-b6. Allons enfants!

7 Qd1-g4 3p (2p for a4, 1p for h 4 and Nh3) 7... Ne7-g6

8 h2-h4 3p 8... h7-h5

9 Qg4-f3 2p (Same for 9 Qd1) 9... Bc8-a6

10 Bf1xa6 3p 10... Nb8xa6

11 Bc1-g5 2p 11... Qd8-d7

12 a3-a4 2p 12... Qd7-c6

13 Ng1-e2 1p 13... Qc6-c4

14 0-0 1p 14... c7-c5

15 Rf1-d1 3p 15... c5xd4

16 c3xd4 1p 16... Qc4xc2

17 Ra1-c1 2p What now against 17... Qxa4? 17... Qxa4 18 Ra1 Qb5 19 Nc3 Qc4 20 Ra4 Qc8 21 Nb5 with a decisive threat 14p). 1 7... Qc2-e4

18 Qf3-a3! 5p What now against 18... Qxe2? 18... Qxe2 19 Qd6 and wins, e.g. 19... Rb8 20 Qc6+ and 21 Qc8+ (2p for Qd6). 18... f7-f6

19 f2-f3! 5p 19... Qe4xe2

20 Rd1-d2! 1p Black resigns

(lvkov-Robert Byrne, chess olympiad Havana 1966)

Very neatly trapping the queen. Black could have played a couple of moves more, but his position was completely disorganized.

15... cxd4 was bad, and 16... Qxc2 a serious mistake. Besides, the idea of Black 's opening play is to get a good knight against a rather bad bishop. Black exchanges his bad bishop for White's good one with Ba6. But the manoeuvre costs time.

Maximum: 40 points.

Game 23

You are White in the Rubinstein Variation of the French: 1 e2-e4 e7-e6 2 d2-d4 d7-d5 3 Nb1-c3 d5xe4 4 Nc3xe4 Nb8-d7. Monsieur!

5 Ng1-f3 2p (Corresponds with the principle that you should develop first those pieces whose best

square you are sure of. 1p for g3 and Bd3) 5... Ng8-f6

6 Bc1-g5 2p (3p for Nxf6+!, 1p for Bd3) 6... h7-h6

7 Ne4xf6+ 2p (1p for 7 Bh4) 7... Nd7xf6

8 Bg5xf6 2p (Same for Bh4. And the same for 7 Bxf6) 8... Qd8xf6

9 Bf1-d3 3p 9... Bf8-d6 (Bb5+ gets 2p, Bc4 and Qd2 1p)

10 Qd1-e2 2p 10... Bc8-d7

11 Bd3-e4! 1p (Ne5 2p, 0-0 and 0-0-0 1p) 11... 0-0-0

12 0-0 3p 12... Kc8-b8

13 c2-c4! 3p 13... c7-c5

14 d4xc5 1p 14... Bd6xc5

15 b2-b4! 3p 15... Bc5-e7

16 c4-c5 1p 16... Rd8-c8

17 Ra1-c1 1p 17... Rh8-d8

18 c5-c6!! 5p 18... b7xc6

19 Qe2-a6 2p 19... Qf6-f4

20 b4-b5! 3p 20... Rc8-c7

21 Rc1-b1! 3p (21 bxc6 only 1p because of 21... Qxe4 22 Rb1+ Bb4! If now Qxe4, 22 b6!) 21... Kb8-a8

22 b5xc6 1p 22... f7-f5

23 g2-g3! 3p (Not 23 Rb7? Bc5) 23... Qf4-d6

24 Rb1-b7 1p Black resigns

(Smyslov-Zagoryansky, 1944)

1... c6 has been suggested, but look at the poor bishop on d7! Perhaps Black's position could be defended with 17... Rc7!

Maximum : 50 points.

Game 24

Caro-Kann is a solid defence, but sometimes it can be penetrated. So you are White : 1 e2-e4 c7-c6 2 Nb1-c3 d7-d5 3 Ng1-f3 d5xe4 4 Nc3xe4 Nb8-d7 5 d2-d4 Ng8-f6 6 Nc4-g3 e7-e6. Senor!

7 Bf1-d3 2p (1p for Bc4) 7... Bf8-e7

8 0-0 2p (1p for 8 Qe2) 8... 0-0

9 Qd1-e2 1p 9... c6-c5

10 Rf1-d1 2p (Same for 10 dxc5) 10... Qd8-c7

11 Bc1-g5 2p (Same for 11 c4) 11… b7-b6

12 d4-d5!! 5p What do you play after 12... exd5? 12... exd5 13 Qxe7 Re8 14 Bxf6 gets 1p, 14 Bxh7+ only 1p. 12... Nf6xd5

13 Bg5xe7 1p 13... Nd5xe7

14 Bd3xh7+! 4p (Nothing for 14 Qe4 Nf6 15 Qxa8 Bb7 16 Qxa7 Ra8 with a fairly even game) 14... Kg8xh7

15 Nf3-g5+ 1p 15… Kh7-g8

16 Rd1xd7! 3p (But only 1p if, at the 14th move, you planned Qh5 and forgot Nf6... What is the best move for Black now? 2p for realizing that Black must take with the queen. 16... Bxd7? 17 Qh5 Re8

18 Qxf7+ Kh8 19 Nh5 Rg8 20 Nf6 Nf5 21 Qh5+ and Nf7 mate!) 16... Qc7xd7

17 Qe2-h5 1p 17... Rf8-d8

18 Qh5xf7+ 1p 18... Kg8-h8

19 h2-h4 2p (Same for h3 and Rf1, but -5 for Nh5...) 19... Qd7-e8

20 Ng3-h5 2p (Otherwise the attack is refuted) 20... Qe8-f8

21 Nh5-f6! 4p 21... Nc7-g8

22 Qf7-h5+! 3p Black resigns

(Capablanca-Ribera, clock simultaneous Barcelona 1935)

Black could have gone into a lost endgame with 20... Qxf7.

Maximum: 40 points.

Game 25

You are White in a rather unusual variation of Alekhine's Defence: 1 e2-e4 Ng8 -f6 2 e4-e5 Nf6-d5 3 d2-d4 d7-d6 4 Ng1-f3 Bc8-g4 5 Bf1-e2 e7-e6 6 0-0 Nb8-c6 7 c2-c4 Nd5-e7. Good luck!

8 e5xd6 1p 8... Qd8xd6

9 Nb1-c3 2p 9... Bg4xf3

10 Be2xf3 1p 10... 0-0-0

11 Nc3-b5 2p (But 4p for 11 d5!) 11… Qd6-d7

12 Bc1-f4 2p 12... a7-a6

13 d4-d5 3p (1p for 13 Nxc7 Qxd4!) 13... e6xd5

14 Nb5xc7 2p 14... d5xc4

15 Nc7-a8!! 5p (Use the whole board!) 15... Qd7-d4

16 Qd1-c1 2p 16... Qd4-a7

17 Qc1xc4! 1p 17... Rd8-d4

18 Qc4xf7 1p 18… Rd4xf4

19 Qf7-e8+! 1p 19... Nc6-d8

20 Ra1-c1 + 1p 20... Ne7-c6

21 Bf3xc6 1p 21... Bf8-c5

22 Bc6-d7+ 1p 22... Kc8-b8

23 Qe8xh8 1p 23... Rf4-f8

24 Qh8xf8! 1p Black resigns

(Scholtens-Oosterwijk Bruin, Netherlands 1952)

6... Nc6 is seldom played any more, and 7... Nde7 is regarded as bad because of 11 d5! Ne5 12 Bf4 N7g6 13 Bg3 Qb4 14 Be2.

In our game 13... axb5 would have led to an unclear position. Black must have missed 15 Na8! After that White has a clear advantage.

Maximum: 30 points.

Game 26

In the Boleslavsky Variation of the Sicilian you play the rather uncommon move Nxc6: 1 e2-e4 c7-c5 2 Ng1-f3 Nb8-c6 3 d2-d4 c5xd4 4 Nf3xd4 Ng8-f6 5 Nb1-c3 d7-d6 6 Bf1-e2 e7-e5 7 Nd4xc6!? b7xc6. Go on!

8 0-0 2p 8... Bf8-e7

9 f2-f4!? 3p (2p for Qd3, 1p for Kh1; 2p for 8 f4) 9... e5xf4

10 Bc1xf4 1p 10... Qd8-b6+

11 Kg1-h1 1p 11... Qb6xb2

12 Qd1-d3 2p What are you planning against 12… 0-0? 12... 0-0? 13 Rab1 Qa3 14 Nd5! (2p) 12... Qb2-b4

13 Ra1-b1 2p What now against 13... Qa5? 3p for 13... Qa5? 14 Bxd6! Bxd6 15 Qxd6 Qxc3 16 Rb3 Qxc2 17 Bd3. Black played: 13... Qb4-c5

14 Nc3-a4 2p 14... Qc5-a5

15 Bf4xd6! 4p (2p extra if this was planned at 14 Na4). What now against 15... Bxd6 16 Qxd6

Qxa4? 17 Rb4! 2p extra. Black played: 1 5... Qa5xa4

16 Bd6xe7 2p 16... Ke8xe7

17 e4-e5 1p 17... Nf6-e8

16 Qd3-c3 1p 18... Ne8-c7

19 Qc3-c5+ 1p 19... Ke7-e8

20 Qc5-d6 2p (But -3p for 20 Rb4? Na6!) 20... Nc7-d5

21 Be2-b5! 3p 21... c6xb5

22 Qd6xd5 0p Black resigns

(N. Bergqvist-Chr. Paulsen, Radio game 1952)

It was in order to create a game for the audience that Black took the poisoned pawn on b2.

Maximum: 40 points.

Game 27

With White against Pirc Defence you play the part of the executioner. 1 e2-e4 d7-d6 2 d2-d4 Ng8-f6 3 Nb1-c3 g7-g6 4 h2-h4!? Bf8-g7. Go!

5 Bf1-e2 2p 5... h7-h5

6 Be1-g5 2p (Same score for Nh3 and Nf3) 6... Nb8-d7

7 Ng1-f3 2p 7... c7-c6

8 Qd1-d3 2p (Better than Qd2 because of e5-e6) 8... Nf6-g4

9 Nf3-h2 2p (1p for 9 Nd2) 9... Nd7-f6

10 Nh2xg4 1p 10... Nf6xg4

11 f2-f3 1p 11... Ng4-f6

12 0-0-0 2p 12... Qd8-a5

13 e4-e5! 3p 13... Nf6-d5

14 Nc3xd5 1p 14... Qa5xd5

15 Qd3-a3! 4p 15... Qd5-e6

16 d4-d5! 4p 16... c6xd5

17 e5xd6 2p 17... Qe6xd6

18 Rd1xd5! 4p 18... Qd6-c7

19 Be2-b5+ 3p (Rd7 wins the queen, but only earns 2p, the game continuation wins quicker) 19... Ke8-f8

20 Qa3-c5! 2p 20... Qc7-a5

21 Bb5-a4! 2p 21... Bg7xb2+ (A shock? Then -3 points!)

22 Kc1xb2 0p 22... Qa5xa4

23 Rd5-d8+ 1p 23... Kf8-g7

24 Qc5-e5+ 0p Black resigns (Mate next move)

(Kurt Richter-Vogel, Berlin 1952)

Theory now recommends 5... Nc6. 6... Nbd7 was weak too.

Richter, who has written several entertaining chess hooks, achieved his best results in the thirties. His sharp style of play gave him the nickname *Der Scharfrichter*. (*Scharf* = sharp. *Scharfrichter* = executioner).

Maximum: 40 points.

Game 28

With White in the Sicilian you land in the following: 1 e2-e4 c7-c5 2 Ng1-f3 d7-d6 3 d2-d4 c5xd4 4 Nf3xd4 Nb8-c6 5 Nb1-c3 e7-e6 6 g2-g3 a7-a6. Go!

7 Bf1-g2 1p 7... Bc8-d7

8 0-0 1p 8... Ra8-c8

9 Rf1-e1 3p (b3 and Be3 get 1p) 9… Ng8-f6

10 Nd4xc6 3p What against 10... bxc6? 10... bxc6 11 e5 (2p) gives Black a very bad pawn position. 10... Bd7xc6 11 Nc3-d5! 4p Annoying! What do you play against Be7? 11... Be7 12 Nxe7 Qxe7 13 b3 followed by Ba3 and pressure on d6. (2p for 13 b3!) 11... Bc6xd5

12 e4xd5 0p 12... e6-e5

13 f2-f4! 3p 13... Qd8-c7

14 Qd1-e2 2p 14... Nf6-d7

15 Bg2-h3! 3p 15... f7-f6

16 Bc1-e3 2p 16... g7-g6

17 Bh3-e6 1p 17... Bf8-g7

18 Ra1-c1 1p 18... Qc7-c4

19 Qe2-g4 1p What against 19... f5? 19... f5 20 Bxf5 Nf6 21 Bxg6+ wins easily, e.g. 21... hxg6 22 Qxg6+ Kf8 23 fxe5 dxe5 24 Rf1 (for seeing something like that: 2p) 19... Rc8-c7

20 b2-b3 1p 20... Qc4-c3

21 Bc6xd7+! 3p (2p for 20 Bxd7+) 21... Rc7xd7

22 Qg4-e6+ 1p 22... Ke8-d8

23 Be3-b6+ 1p 23... Kd8-c8

24 Re1-e4 1p Black resigns

(Browne-Kaplan, San Antonio 1972)

Weakly played by Black. Already 8... Re8 smells. What about the development of the king's wing?

Maximum: 40 points.

Game 29

You are White in the Spanish: 1 e2-e4 e7-e5 2 Ng1-f3 Nb8-c6 3 Bf1-b5 a7-a6 4 Bb5-a4 b7-b5 5 Ba4-b3 Nc6-a5. Off you go!

6 0-0 3p (1p for Bxf7+, which is now regarded as incorrect. 2p for 6 d4) 6... d7-d6

7 d2-d4 2p 7... Na5xb3

8 a2xb3 1p 8... f7-f6

9 Nb1-c3 2p (c4 also 2p, Qe2 and Nh4 1p) 9... Bc8-b7

10 Nf3-h4 2p (Qe2: 1p) 10… Ng8-e7

11 d4xe5 4p 11... d6xe5

12 Qd1-f3 2p 12... Qd8-d7

13 Rf1-d1 2p 13... Qd7-e6

14 Bc1-e3 2p What now against 14... g6? 14... g6 15 Nd5! (2p) Nxd5 16 exd5 Qd6 17 c4 with a great advantage) 14... g7-g5

15 Nc3xb5! 6p 15... a6xb5

16 Qf3-h5+ 1p 16... Qe6-f7

17 Ra1xa8+ 1p (Same score for 16 Rxa8+) 17... Bb7xa8

18 Rd1-d8+ 1p 18... Ke8xd8

19 Qh5xf7 0p 19... g5xh4

20 Qf7xf6 2p (Better than 20 Bc5 Bxe4) 20... Rh8-g8

21 f2-f3 1p 21... h4-h3

22 g2-g3 1p 22... Kd8-e8

23 Qf6xe5 1p 23... Rg8-g6

24 Qe5xb5+ 1p 24... Ba8-c6

25 Qb5-b8+ 1p 25... Ke8-f7

26 Qb8xc7 1p 26... Rg6-f6

27 Be3-g5 1p and White won easily.

(Spassky-Taimanov, 1955)

Taimanov has previously had good results with 4... b5. But 10... Ne7 was a mistake, 10... Qd7 was correct.

Maximum: 40 points.

Game 30

You are White and are being faced with an old-fashioned Benoni: 1 d2-d4 c7-c5. Donnerwetter!

2 d4-d5 1p 2... e7 -e5

3 e2-e4 1p 3... d7-d6

4 Nb1-c3 2p (1p for c4 and f4) 4... Ng8-e7

5 Ng1-f3 2p 5... Bc8-g4

6 h2-h3 2p (1p for Be2) 6... Bg4xf3

7 Qd1xf3 1p 7... a7-a6

8 a2-a4 1p 8... Ne7-g6

9 g2-g3!! 5p 9... Bf8-e7

10 h3-h4 2p 10... 0-0

11 Bc1-d2 2p (1p for 11 a5) 11... b7-b6

12 Nc3-d1! 3p (also 3p for 11 Nd1!) 12... Nb8-d7

13 Nd1-c3 1p 13... Nd7-f6

14 h4-h5 3p (Also 3p for 14 Nf5) 14... Ng6-h8

15 Ne3-f5 2p 15… Ra8-a7

16 h5-h6! 2p Black resigns

(Donner-Balcerovski, Varna 1962)

After 16... g6 17 Nxe7+ Qxe7 18 Bg5 he loses a piece and everything else is equally hopeless.

A difficult opening for Black who will easily find himself lacking space. Bg4 was bad, but could be justified if Black, with Be7-g5, could exchange the remaining bad bishop with White's good bishop. That is why 9 g3 got so many points!

15... Ra7? was a mistake, but the position was very bad already.

Maximum: 30 points.

Game 31

Bird's Opening, you are White: 1 f2-f4 d7-d5 2 Ng1-f3 Ng8-f6 3 e2-e3 g7-g6 4 Bf1-e2 Bf8-g7 5 0-0 0-0 6 d2-d3 c7-c5 7 Qd1-e1 Nb8-c6 8 c2-c3 Qd8-d6. Fly!

9 Qe1-h4 2p 9... e7-e5

10 e3-e4! 2p 10... d5xe4

11 d3xe4 1p 11... e5xf4

12 Bc1xf4 1p 12... Qd6-e7

13 Nb1-d2 1p 13... Rf8-e8

14 Ra1-e1 2p 14... Nf6-d7

15 Bf4-g5 2p 15... f7-f6

16 Be2-c4+ 1p 16... Kg8-h8

17 e4-e5! 4p 17... Nd7xe5

18 Nf3xe5 1p 18... Nc6xe5

19 Rf1xf6! 3p (1p for Bxf6) What now against Qd7? 19... Qd7 20 Rxe5! Rxe5 21 Rf7, e.g. 21... Qe8 22 Rxg7 (2p for Rxe5) 19... Qe7-c7

20 Rf6-f7 1p 20... Qc7-c6

21 Re1xe5 1p 21... Re8xe5

22 Rf7xg7 1p Black resigns

(Heikinheimo-Räisä, Finland 1955)

White played like Black in the Dutch (1 d4 f5) where the manoeuvre Qe8-h5 is common. The move c3 was not a bad exploitation of White's extra tempo. 9... e5 was risky and 13... Re8 (weakening f7) was clearly an underestimation of White's attacking chances. 17 e5! elegantly prevented Black from getting e5 as a strong knight's square. The bishop on c8 never got out, which clearly shows that something went wrong.

Maximum: 25 points.

Game 32

You are playing White in the Catalan: 1 Ng1-f3 d7-d5 2 g2-g3 Ng8-f6 3 Bf1-g2 e7-e 6 4 0-0 Bf8-e7 5 c2-c4 0-0 6 d2-d4 c7-c6 7 Nb1-c3 b7-b6. And now?

8 Nf3-e5 2p 8... Bc8-a6

9 c4xd5 1p 9... c6xd5

10 Bc1-f4 2p 10...Nf6-d7

11 Ra1-c1 2p 11... Nd7xe5

12 Bf4xe5 1p 12... b6-b5

13 e2-e4! 3p 13... b5-b4

14 Nc3-e2 2p 14... Qd8-a5

15 e4xd5 1p 15... e6xd5

16 Nc2-f4! 5p 16... Ba6xf1

17 Qd1-g4! 3p 17... g7-g6

18 Bg2xd5! 2p 18... Bf1-d3

19 Bd5xa8 1p 19... Bd3-f5

20 Qg4-e2 1p 20... Be7-g5

21 h2-h4 1p 21... Bg5xf4

22 Be5xf4 1p 22... Nb8-d7

23 Ba8-f3 1p 23... Bf5-e6

24 Bf4-d6! 1p Black resigns. The rook has no squares!

(Szabo-Böök, Saltsjöbaden 1948)

7... b6 is doubtful, Black should play 7... Nbd7 first if he choses that formation. Another possibility is 7... dxc4.

The next mistake was 12… b5, but already then White was clearly better, among other things because of the c-file.

Maximum: 30 points.

Game 33

Your opponent is a fresh attacking player, but you draw out strong positional play so that he does not get a chance to shine. Catalan: 1 Ng1-f3 d7-d5 2 c2-c4 e7-e6 3 d2-d4 Ng8-f6 4 g2 -g3 d5xc4 5 Bf1-g2 Nb8-d7 6 0-0 c7-c5 7 Qd1-c2 a7-a6. You are White!

8 a2-a4 2p (8 Qxc4 b5 gives Black no problems) 8... c5xd4

9 Nf3xd4 1p 9... Bf8-c5

10 Qc2xc4 1p 10… Qd8-b6

11 Nd4-b3 1p 11... Qb6-b4

12 Nb1-a3! 4p (A fine tempo win!) 12... Qb4xc4

13 Na3xc4 0p 13... Bc5-b4

14 Rf1-d1 2p (Better than 14 Bf4 Nd5) 14... 0-0

15 Bc1-f4 1p 15... Nd7-c5

16 Nb3xc5 1p 16... Bb4xc5

17 b2-b4! 3p (1p for Nd6 and Bd6, 2p for Rac1) 17... Bc5-a7

18 Nc4-d6!! 2p (A natural move, but calculate far ahead!) 18... Nf6-g4

19 e2-e3 1p 19... e6-e5

20 Bf4-g5 1p 20... f7-f6

21 Bg2-d5+ 21... Kg8-h8

22 Nd6-f7+ 1p 22... Rf8xf7

23 Bd5xf7 0p 23... Bc8-f5

24 h2-h3! 1p (But 4 extra points if you calculated as far as this at the 18th move!) 24... Ng4xf2

25 Kg1xf2 1p 25... f6xg5

26 g3-g4 2p White won easily.

(Rossolimo-Bisguier, New Orleans 1954)

5... a6 is regarded as stronger than Nbd7, and 8... b6 was necessary. In the game Bg2 was very strong, the black queen's wing was unable to develop normally. Black has been in trouble like this many, many times with the Catalan.

Maximum: 30 points.

Game 34

Catalan, again sloppily treated by Black, even if we are in the Interzonal Tournament 1952. You are White: 1 d2-d4 Ng8-f6 2 c2-c4 e7-e6 3 g2-g3 d7-d5 4 Bf1-g2 Nb8-d7 5 Ng1-f3 d5xc4 6 Qd1-a4 8 Bf8-e7. No more generous moves!

7 Qa4xc4 1p What now against 7... a6? 7... a6 8 Qc2! b5? 9 Ne5! (1p) 7... 0-0

8 0-0 1p 8… Ra8-b8

9 Nb1-c3 2p (Weaker is 9 a4? b6) 9... a7-a6

10 a2-a4 1p 10... Nd7-b6

11 Qc4-b3 1p 11… Nb6-d5

12 Nf3-e5 1p (1p for 12 Rd1) 12... c7-c5

13 Nc3xd5 2p 13... Nf6xd5

14 d4xc5! 3p (14 Nc6 bxc6 is unclear) 14... Qd8-c7

15 e2-e4 2p (1p for 15 Nd3) 15... Nd5-f6

16 Bc1-e3 3p (1p for 16 Nd3) 16... Be7xc5

17 Ra1-c1 1p 17... b7-b6

18 Qb3-c3 2p (1p for 18 Nd3) 18... Qc7-b7

19 Rf1-d1! 4p What is the plan against 19... Nxe4? 19... Nxe4 20 Qd3 f5 21 b4! (1p) 19... Bc6xe3

20 Qc3xe3 1p 20... Bc8-d 7

21 Ne5xd7 1p 21... Nf6xd 7

22 e4 -e5 1p (But -3p for anything else!) 22... Qb7-a7

23 a4-a5! 3p (1p for Rd6) 23... Rf8-d8

24 Rd1-d6 1p 24... Kg8-f8

25 Rc1-c6 2p (Same for Rcd1 and Qd4) 25... Rb8-c8

26 a5xb6 1p 26... Qa7-b8

27 Rd6xd7! 2p Black resigns (27... Rxd7 28 Qc5+)

(Eliskases-Prins)

As said before, many have got into trouble with the development of the queen's wing in the Catalan, 6... Be7 is a mistake, correct being 6... a6!

Maximum: 40 points.

Game 35

You are White in this rather uncommon variation of the Catalan: 1 d2-d4 Ng8-f6 2 c2-c4 e7-e 6 3 g2-g3 Bf8-b4+ 4 Nb1-d2 c7-c5. Positional play!

5 a2-a3 3p (Defeats the bishop pair. 5 Nf3 cxd4 and 5 dxc5 Bxc5 gives Black a free game for his

pieces) 5... Bb4xd2+

6 Qd1xd2 2p 6... c5xd4

7 Ng1-f3! 2p (7 Qxd4? Nc6 gives Black an advantage in development in return for the bishop pair) 7... Nb8-c6

8 Nf3xd4 1p 8... Nf6-e4

9 Nd4xc6! 3p (9 Qe3? Qa5+) 9... d7xc6

10 Qd2xd8+ 1p 10... Ke8xd8

11 Bf1-g2 1p 11... Ne4-d6

12 c4-c5 1p 12... Nd6-f5

13 Bc1-f4 1p 13... Kd8-e7

14 0-0-0 2p 14... f7-f6

15 e2-e4 4p (Otherwise e5 with equality) 15... Nf5-h6

16 e4-e5! 4p (Bxh6 gives very little) 16... Nh6-f7

17 Rh1-e1 2p 17... f6-f5

18 h2-h4! 3p 1 8... Bc8-d7

19 Rd1-d3 2p (1p for Rd4) 19… h7-h6

20 Bf4-d2!! 5p (1p for h5) 20... g7-g5

21 Rd3-b3 2p 21... Ra8-b8

22 Bd2-a5 2p 22... Rh8-c8

23 h4xg5 1p 23... h6xg5

24 f2-f4 1p 24... g5-g4

25 Re1-d1 1p 25... Bd7-e8

26 Kc1-d2 1p (Or 26 Rd4, 1p) 26... Ke7-f8

27 Kd2-e3 1p 27... Kf8-e7

28 Rd1-d4 1p 28... Be8-d7

29 Rd4-b4 1p and White won easily. (Donner-Kramer, 1954)

Maximum: 50 points.

Game 36

You have White in a Nimzo-lndian, in a world championship match: 1 d2-d4 Ng8-f6 2 c2-c4 e7-e6 3 Nb1-c3 Bf8-b4 4 e2-e3 b7-b6 5 Ng1-e2 Bc8-a6 6 a2-a3 Bb4-e7 7 Ne2-f4 d7-d5 8 c4xd5 Ba6xf1. Start!

9 Ke1xf1 2p (1p for the sacrifice dxe6, because it is incorrect) 9... e6xd5

10 g2-g4! 5p (Bravo! Quiet play is no good with a bad bishop and castling prevented) 10... c7-c6

11 g4-g5 1p 11... Nf6-d7

12 h2-h4 1p 12... Be7-d6

13 e3-e4! 1p 13... d5xe4

14 Nc3xe4 1p 14... Bd6xf4

15 Bc1xf4 1p 15... 0-0

16 h4-h5! 3p 16... Rf8-e8

17 Ne4-d6 1p 17... Re8-e6

18 d4-d5 3p 18... Re6xd6

19 Bf4xd6 0p 19... Qd8xg5

20 Qd1-f3! 4p 20... Qg5xd5

21 Qf3xd5 1p 21... c6xd5

22 Ra1-c1 1p 22... Nb8-a6

23 b2-b4! 3p 23… h7-h6

24 Rh1-h3! 3p 24... Kg8-h7

25 Rh3-d3 1p 25... Nd7-f6

26 b4-b5 1p 26... Na6-c5

27 Bd6xc5 1p 27… b6xc5

28 Rc1xc5 1p 28... Ra8-b8

29 a3-a4 1p 29... Rb8-b7

30 Rd3-c3 1p Black resigns

(Botvinnik-Smyslov 1954, 2nd match game)

7 Nf4 is no longer fashionable, but with the idea 10 g4! it is playable. Smyslov's 12... Bd6 was probably the decisive mistake. White's 20th move is fine, giving another pawn, but threatening to exchange into a rook endgame. The knight on a6 stands there crying.

Maximum: 40 points.

Game 37

With White against the Nimzo-lndian you play the Sämisch Variation: 1 d2-d4 Ng8-f6 2 c2-c4 e7-e6 3 Nb1-c3 Bf8-b4 4 a2-a3?! Bb4xc3+ 5 b2xc3 c7-c5. That doubled pawn can lose the endgame, but for the present Black has to survive the middle-game. Go and get him!

6 e2-e3 2p (But also 2p for 6 f3) 6... Nb8-c6

7 Bf1-d3 7... b7-b6

8 Ng1-e2 8... 0-0

9 e3-e4 9... Nf6-e8

10 0-0 (1p for Bc3) 10… d7-d6

11 e4-e5!? (2p for Be3, 1p for f4) 11... d6xe5

12 d4xe5 12... Bc8-b7

13 Bc1-f4 1p 13... f7-f5

14 e5xf6 e.p. 2p 14... e6-e5

15 f6xg7! 1p 15... Rf8xf4

16 Ne2xf4 1p 16... e5xf4

17 Bd3xh7+ 5p 17... Kg8xh7

18 Qd1-h5+ 1p 18... Kh7xg7

19 Ra1-d1 2p 19... Qd8-f6

20 Rd1-d7+ 1p 20... Kg7-f8

21 Rd7xb7 1p 21... Nc6-d8

22 Rb7-d7 1p 22... Nd8-f7

23 Qh5-d5 3p 23... Ra8-b8

24 Rf1-e1 3p 24... f4-f3

25 Re1-e3 3p Black resigns

(Lilienthal-Najdorf, Interzonal tournament in Saltsjöbaden near Stockholm 1948. The game received the first beauty prize).

14... e5 was too careless!

A strong player can get very near the maximum here; everything develops logically. The most excusable loss of points: 10th and 11th moves!

Maximum: 40 points.

Game 38

Both you (White) and your opponent have a romantic day. King's Gambit! Falkbeer Counter-gambit! So: 1 e2-e4 e7-e5 2 f2-f4 d7-d5. Now it is too late for regrets!

3 e4xd5 2p (1p for 3 Nf3) 3... e5-e4

4 d2-d3 2p (1p for 4 Nc3) 4... Ng8-f6

5 d3xe4 2p (2p for Nd2 and Qe2, 1p for Nc3) 5... Nf6xe4

6 Ng1-f3 2p (1p for Be3) 6... Bf8-c5

7 Qd1-e2 1p What is the plan against 7... Bf2+? 7... Bf2+? 8 Kd1 Qxd5+ 9 Nfd2 ! (2p) 7... Bc8-f5

8 Nb1-c3 3p (8 g4 0-0 9 gxf5 Re8!) 8... Qd8-e7

9 Bc1-e3 3p (1p for 9 Nxe4) 9... Ne4xc3

10 Be3xc5 1p 10... Nc3xe2

11 Bc5xe7 1p 11... Ne2xf4

12 Be7-a3! 3p (1p for 12 Bg5) 12... Nb8-d7

13 0-0-0 1p What is the plan against 13... 0-0-0? 13... 0-0-0? 14 Rd1! (Ng6 15 g4!) (1p) 13... Bf5-e4

14 Nf3-g5! 4p (14 Re1 gets 2p) 14... Be4xd5

15 g2-g3!! 5p (Else Ng5 makes no sense...) 15... Bd5xh1

16 g3xf4 1p 16... c7-c5

17 Bf1-c4 2p 17... Bh1-c6

18 Ng5xf7 2p 18... b7-b5

19 Nf7-d6+ 2p 19... Ke8-e7

20 Nd6xb5 1p 20... Rh8-f8

21 Nb5-d4 2p 21... Bc6-b7

22 Nd4-c6 1p 22... Rf8-f5

23 Rd1-g1 3p 23... Bb7-e4

24 Ne6-c7 1p (But 2p for 24 Re1!)

The rest of the game was marked by time trouble. White won: 24... Rd8 25 Rxg7+ Kf6 26 Rf7+ Kg6 27 Re7 Nf6 28 Ne6 Re8 29 b3 Rh5 30 Ng5 Bd5 31 Bd3+ Kh6 32 Bb2 c4 33 Bf5 etc. (Bronstein-Tal, Riga 1968)

Maximum: 50 points.

Game 39

You are White. It is a positional game in world-champion style. Do you need to know more? King's Indian: 1 Ng1-f3 Ng8-f6 2 g2-g3 g7-g6 3 Bf1-g2 Bf8-g7 4 0-0 0-0 5 d2-d4 d7-d6 6 b2-b3 Nb8-d7. Get going!

7 Bc1-b2 1p 7... e7-e5

8 d4xe5 2p 8... Nf6-h5

9 Nb1-a3 3p (9 Nbd2 gets 1p) 9... d6xe5

10 e2-e4! 4p (Prevents e5-e4) 10... Rf8-e8

11 Qd1-e2 2p (Also 2p for Nc4) 11... Nd7-b6

12 Rf1-d1 3p (1p for Rad1) What now against 12... Qe7? 12... Qe7 13 Nb5 1 (2p) 12... Bc8-d7

13 c2-c4 3p 13... Qd8-e7

14 Na3-c2 2p (1p for Rac1 and for Nb5) 14... Bd7-c6

15 Bb2-a3 2p 15... Qe7-e6

16 Nc2-e3 4p (Nothing for 16 Nb4? Bf8) 16... Ra8-d8

17 Ne3-d5 2p 17... Bc6xd 5

18 c4xd5 3p 18... Qe6-d7

19 Ba3-b2 2p (19 Rac1 1p, is answered by Bf8) 19... Nb6-c8

20 Ra1-c1 1p 20... Nc8-d6

21 Rc1-c2! 1p 21... h7-h6

22 Rd1-c1 1p 22... Rd8-c8

23 a2-a4 3p 23... Re8-e7

24 Bb2-a3 2p 24... Nh5-f6

25 Bg2-h3! 3p 25... Qd7xh3

26 Ba3xd6 1p Black resigns

Depressed? It was hopeless anyway after 26... Rd7 27 Bxe5 (Smyslov-Unzicker, Hastings 1954-51).

8... Nh5 is bad. Observe how long it remains standing on the edge! Besides, the positional ideas are combined with small tactical spiteful nesses. The black queen lacks a good square. The e5 pawn should be kept protected. 23 a4 threatens Ba3 followed by Bxd6, Qxd6; Bh3! refuting Rc8.

The position can be regarded as won after 17 Nd5!

Maximum: 50 points.

Game 40

You are Black in the Boleslavsky variation of the Sicilian: 1 e2-e4 c7-c5 2 Ng1-f3 Nb8-c6 3 d2-d4 c5xd4 4 Nf3xd4 Ng8-f6 5 Nb1-c3 d7-d6 6 Bf1-e2 e7-e5 7 Nd4-f3. Maestro, please!

7... h7-h6 1p 8 0-0

8... Bf8-e7 1p 9 Rf1-e1

9... 0-0 1p 10 h2-h3

10... a7-a6 1p 11 Be2-f1

11... b7-b5 1p 12 a2-a3

12... Bc8-b7 1p 13 b2-b3

13... Ra8-c8 1p 14 Bc1-b2

14... Rc8-c7!! 5p 15 Nc3-b1

15... Qd8-a8 1p 16 Nb1-d2

16... Nc6-d8! 3p (1p for Rfc8 and Nb8) 17 Bf1-d3

17... Nd8-e6 1p 18 Ra1-c1

18... Rf8-c8 1p 19 Nf3-h2

19... Nf6-d7 2p (1p for 19... Nf4) 20 Nh2-f1

20... Nd7-c5 1p 21 Nf1-g3

21... g7-g6 1p 22 Ng3-e2

22... Be7-g5! 3p (22... Nxe4, 1p, gives White slight counter-chances after 23 Nxe4 Bxe4 24 Bxe4 Qxe4 25 Nc3. The text move maintains the grip) 23 Ne2-c3

23... Ne6-d4 2p 24 Nc3-b1

24... d6-d5 3p 25 e4xd5

25... Nc5xd3 1p 26 c2xd3

26... Rc7xc1 1p 27 Bb2xc1

27... Bb7xd5 1p 28 f2-f3

28... Rc8-c2 2p What against 29 Rxe5? 29 Rxe5 Qc6 30 Re1 Rxc1 (2p) 29 a3-a4

29... b5-b4 1p 30 Kg1-h1

30... Qa8-c6 2p 31 Black resigns

(Unzicker-Taimanov, Interzonal tournament Saltsjöbaden 1952).

A fantastic drubbing. White played the opening passively.

Maximum: 40 points.

Hole in One

This is a golfing expression, meaning to hit the ball into the hole in one single stroke. Amazing stories are told about it and sometimes large prizes are offered, but they are hardly ever paid out because it takes an incredible amount of luck, apart from skill of course. This is a suitable introduction to what I am going to say now: in these games the total score was 1285: *neither Botvinnik, nor Fischer, nor Karpov could have scored 1285 points*!

However it is possible that they could have scored 100 per cent in some of the games, especially the ones they knew... If they had not known the games they would probably have scored a bit more than 1200 points. Of course they could have made a fuss about the distribution of points, and I would probably have had to agree with them quite a few times.

I think that the careful reader can use these games to form a good impression of his weaknesses. When you missed a high-scoring move, was it positional play or combinational play which spoiled your score? I have been told by many people that Find the Plan is much more difficult than Find the Combination – I know that. However I think that when read carefully, It can be much more useful too.

If in a game you scored 100 percent, it means in effect that you won a tournament game against the master or grandmaster concerned. I hope that it will not spoil your pleasure if, in some of the games, he can be said to have had a very bad day?

However, make a habit of looking for master moves also in contests with opponents who are not quite that strong. If you find a good move, try to find a better one!

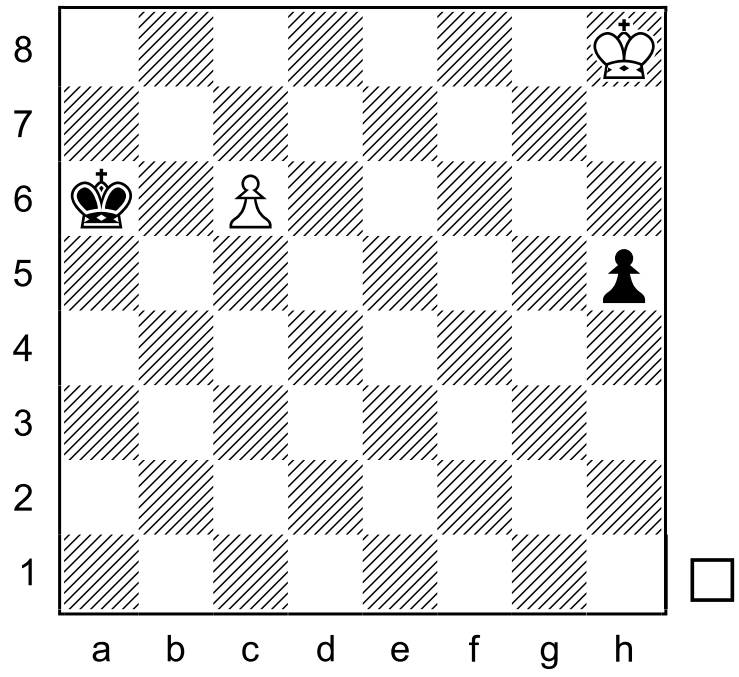
*** [Editor's note] Just for the remainder**: take notice *this is an exclusive edition of the book* – for all the people who has contributed to the chess community. This means – you have the privilege to be among the best ones!

CHAPTER 4: Practical endgames

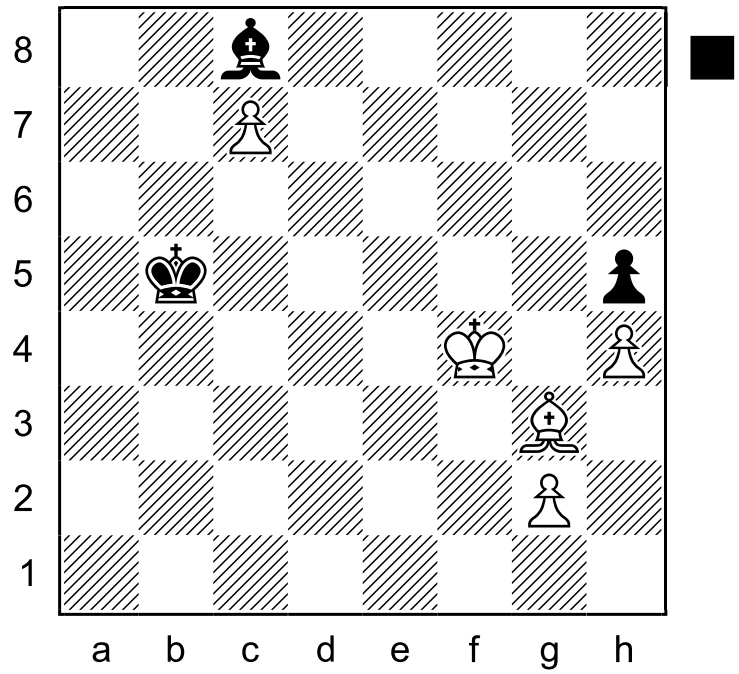
Introduction

This is neither a theory section nor a collection of endgame studies. That is for both psychological and pedagogical reasons. It seems that very few chess players want to study endgame theory. They concentrate on opening theory. In every game one has to get through the opening, but one does not always reach the endgame. That is fair enough, but a real understanding of the endgame can be beneficial to one's handling of the preceding phases of the game. Apart from that it is important that one can trust one's endgame technique, so that one need not avoid simplification. However we will not consider the rules about when rook and pawn can win against rook. For the few people interested in this there are many thick books on the subject. W e will also avoid positions where familiarity with all the nooks and crannies of endgame theory is needed to solve them. The endgames collected here try to make other points, especially tactical ones. It is the eye for combinational possibilities which must be sharpened. Many people associate the word combination with positions containing many pieces. However, it is important to remember that in positions involving few pieces, the attack is weaker, but so is the defence, and in many cases a single well-aimed blow can make the whole thing collapse like a house of cards. The most obvious example of this is when a small pawn suddenly races to the promotion square.

I could have made a collection of studies. l have loved studies ever since I was twelve.

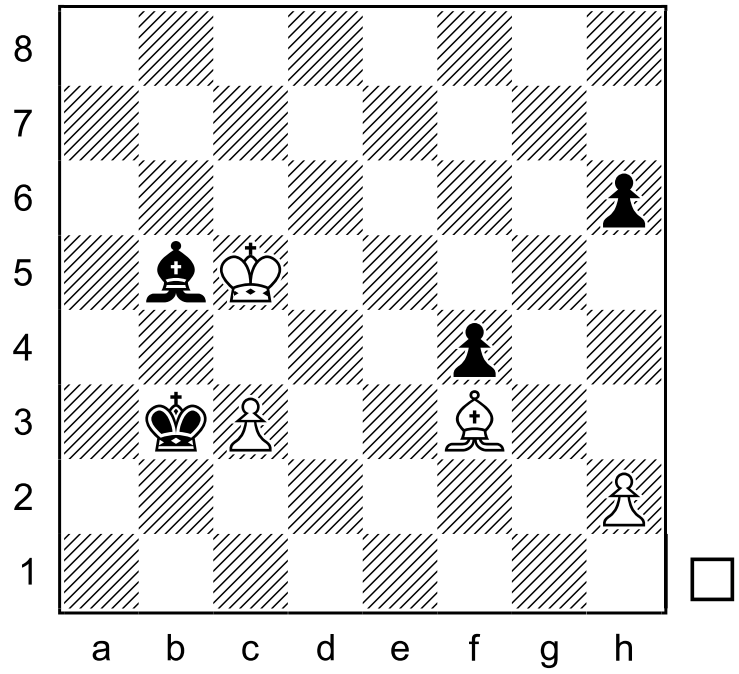


I will just mention that the reader of this book who does not know the drawing study by Reti, given above, has many pleasures in store. (1 Kg7! h4 2 Kf6 Kb6 3 Ke5 h3 4 Kd6. White combines two threats, namely to catch the h-pawn and to support the c-pawn. In another version Black has three pawns, on f6, g7, and h6, and the white king is on h5. White gets a draw by 1 Kg6 and 2 Kxg7!) Thousands of beautiful studies have been composed and many of them could occur in practical play. However, I wanted to convince the reader that subtle positions do occur in ordinary tournament games. (It will become clear that often they are unnoticed. In some cases time trouble was probably one of the reasons).



Here we are just on the borderline between practical play and the endgame study. The position could well be given in a chess magazine as a study, but the colours would have to be reversed as conventionally White moves first. Here it is Black 's move and he tries to draw. In the game Karaklajic-Gligoric, Black also had an a-pawn. but I have removed it in order not to obscure the point. We try 1... Kc6? 2 Kg5 Bg4 3 c8=Q Bxc8 4 Kxh5, White wins, e.g. 4... Kd7 5 Be1 Ke6 6 g4 Kf7 7 Bc3 followed by g5, Kh6, h5, g6, Kg5 and h6-h7. Another try: 1... Kb6? 2 Kg5 Bg4 3 c8=Q Bxc8 4 Kxh5 Bb7 5 Bf2+ etc. Suddenly we realize: 1... Ka6! 2 Kg5 Bg4 3 c8=Q (or Kb7) Bxc8 4 Kxh5 Bb7! Simple, instructive – and beautiful. However in practical play you do not know whether or not you have an endgame study! And if for once you do know, then perhaps you do not know if the requirement is a win or a draw. And there might be other variations! It is also important to consider the opponent; he too can be of great help. Difficult, but tenable endgames are lost time and time again.

There are certain exceptions that one must know. For example, white king, h-pawn, and bishop on a white square cannot force a win against a bare black king on h8. Let us look at a game Kostro-Adamski 1972, from a Polish tournament:



White has the winning chance, but it does not help him to win the black bishop for the c-pawn if the black king gets away to h8. Kostro knew that, but he still captured on b5. Perhaps he was sure that it would win, perhaps he did not fancy the chances which were in the position after 1 Kd4. Let us look at a couple of moves from the continuation of the game: 1 Kxb5 Kxc3 2 Kc5 Kd3 3 Kd6 Ke3 4 Bb7.

Here I think that Kostro looked routinely ahead: 4... f3 5 Ke5 f2 6 Ba6 Kf3 7 Kf5, White wins easily. In that case he predicted very badly, because why should Black play to win the white bishop? The main enemy is the white pawn.

Adamski played 4 …h5!! White cannot reply 5 h4 because of Kf2 followed by Kg3 and Kxh4. Therefore 5 Ke5 h4. When the pawn was standing on h6 it was easy for White to take it without the black king getting to h8. Now the whole thing is quite different. After 6 Kf5 Kd4! 7 h3 Kc5 8 Ke5 Kb6 9 Bd5 Kc7 the game was drawn a few moves later.

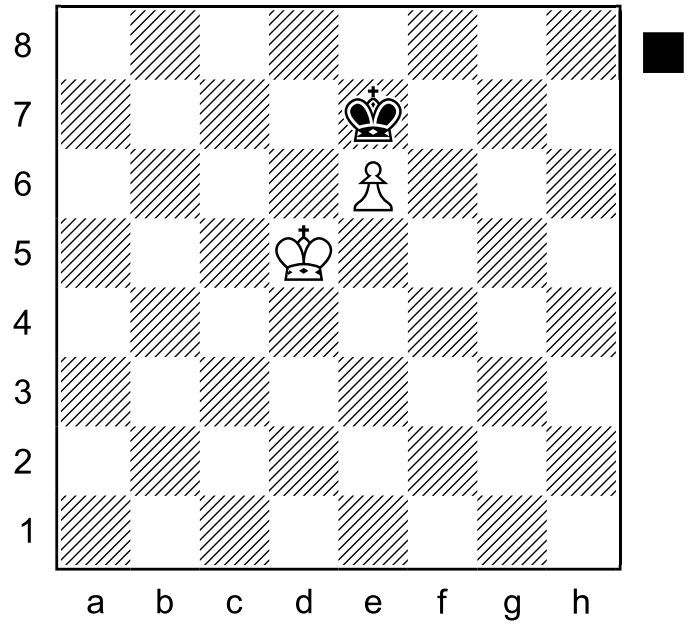
Kostro might just as well have tried 7 Kxf4. In some positions the black king can be forced so far away that h4 can be conquered without Black getting to h8. However that takes us to the high school of endgame theory. Two questions are left: if Kostro had seen 4... h5 would he then have played 1 Kd4?, and – will that win? We shall never know the first, and the second can be answered only if some endgame analyst can be bothered to study this position for several hours. I will only say that the white pawn will get to c5, Black cannot get to h8 if he sacrifices the bishop on c4.

Black's position is very difficult, but it might well be saved. White ought to have preferred this variation. But these problem positions are not at all clear during actual play.

Compared with the frequency of rook endings in practice there are probably very few in this collection. I did not find many rook endgames containing a neat point without making big demands on the reader's ability to analyse and his knowledge of theory.

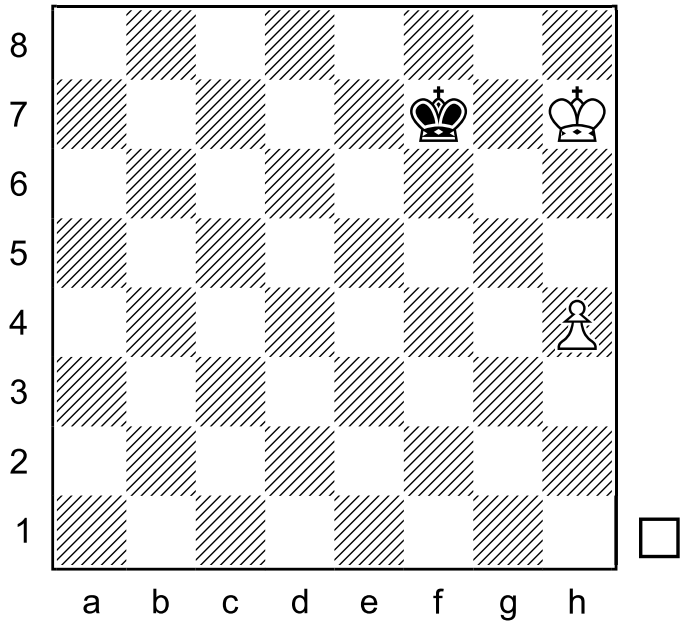
Apart from the first two exercises which have probably been composed by somebody I have stuck to real game positions and not changed them. The reader must in each case try to find the best first move, analyse as far ahead as possible and also evaluate the chances. A win, a possible win, a draw or maybe even a loss? In some cases of course there is more than one first move that can win, but obviously we are looking for a quick win with no chance of getting lost on the way. In most of these positions there is, as I have said before, some special point, but I do not promise that it will be apparent on the first move. On the other hand I can promise that it is not necessary to know a lot of endgame theory to solve the problems. Most people know that you cannot win with a king and a bishop or with a king and two knights against a king. I hope that these exercises will stimulate the urge to spend more time with endgames, and also the rather unpopular theory.

But let us finish this introduction with a lightning course.



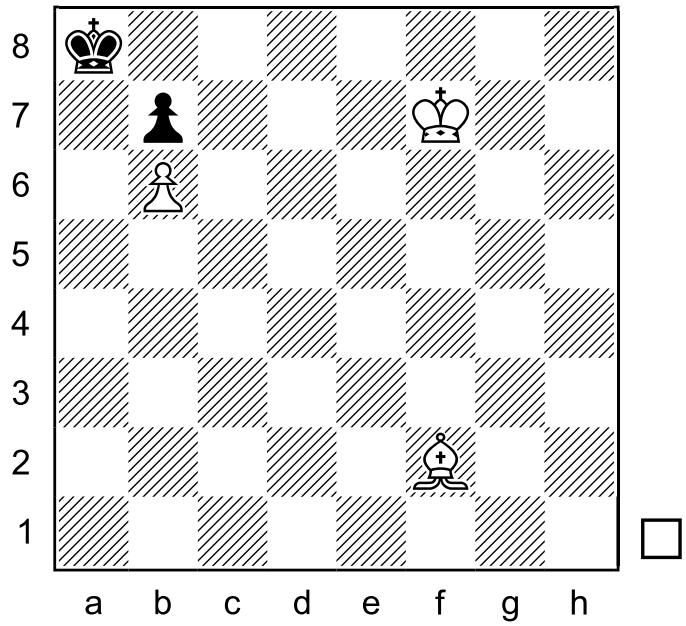
Draw. Black to move must play 1 …Ke8! (take notice that Ke6 and Pe5 against Ke8 wins no matter who has the move. Ke5 and Pe4 against Ke7 wins if Black is to move).

[EDITOR] After white king goes to d6, black king has to stay in front of him (i.e. d8)



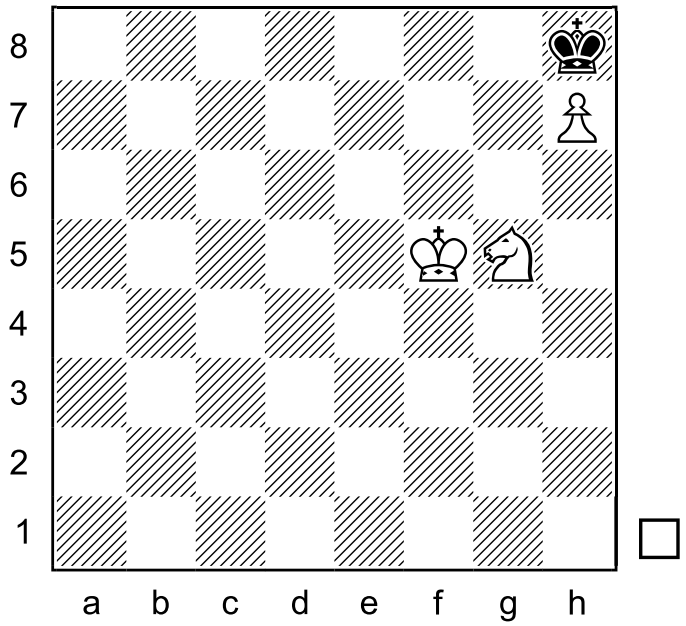
Draw. This would also happen of course with the black king in front of the pawn. The diagram position shows horizontal opposition.

[EDITOR] Black has to guard the entrance to the corner (and take this square if possible) or lock the white king if the pawn runs to the last rank (it results in stalemate).



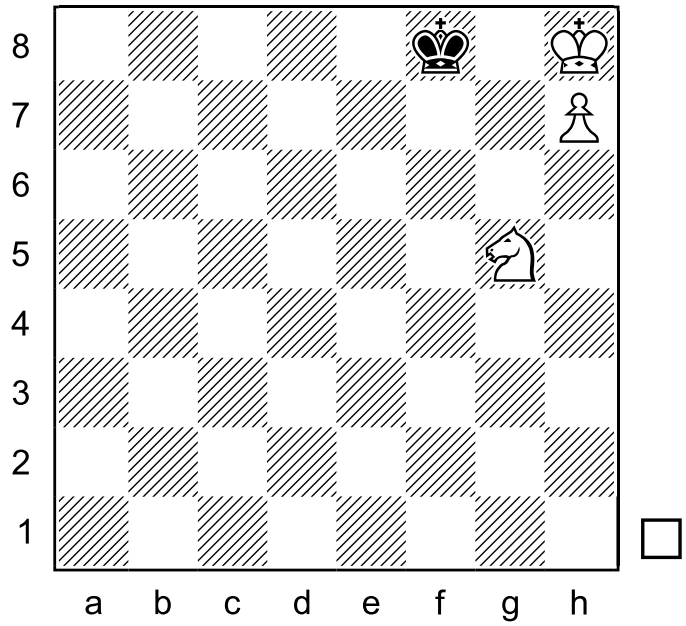
Draw. Also if the king had been on c8. Stalemate is the main point of course. A white-squared bishop cannot win either

[EDITOR] It's a good idea to analyse for a while what's the reason Black cannot lose this endgame against white-squared bishop.



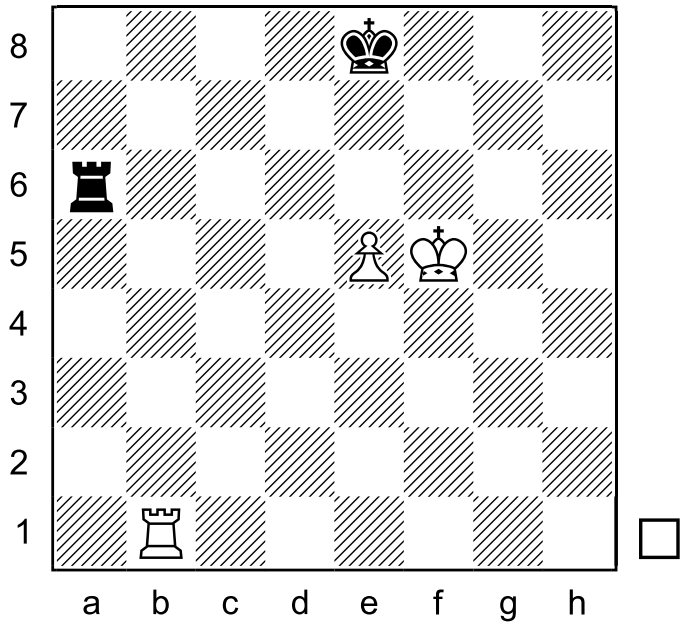
Draw. The pawn is too far advanced.

[EDITOR] The white king cannot make a contact with its pawn due to the stalemate. And if the knight moves – the pawn will be lost (and it results in a draw due to insufficient material to force mate).

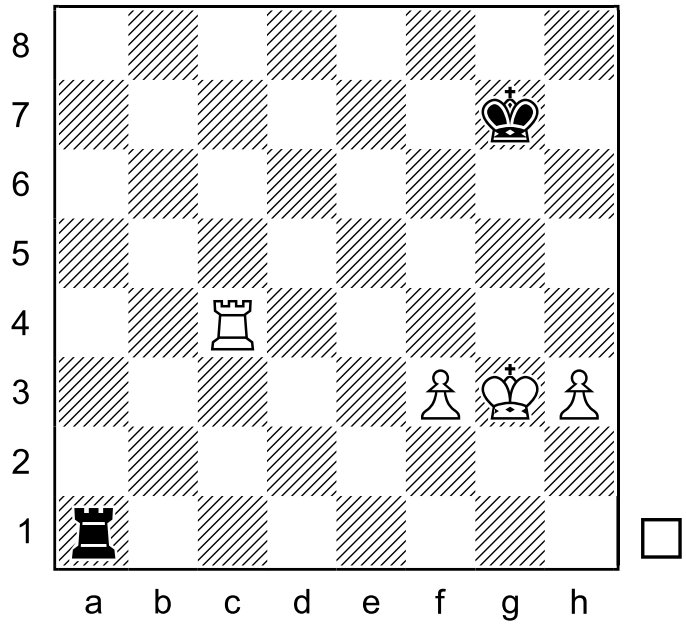


Draw if White is to move. (A knight cannot gain a tempo.)

[EDITOR] It's a good idea to analyse for a while what's the reason Black cannot lose this endgame against white-squared bishop.

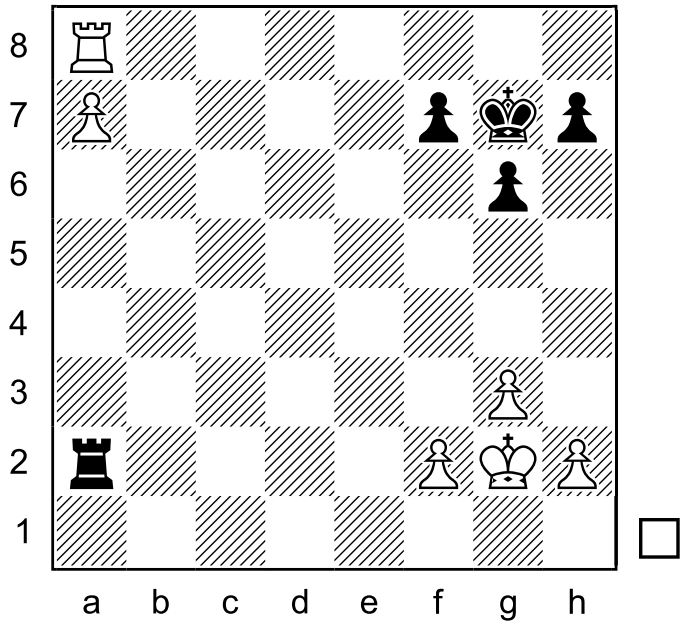


Draw. 1 e6 is answered by Ra2. With Black's rook on a8 White would win by 1 Kf6 (this does not apply to the equivalent position with a g-pawn).



Draw with the correct defence, but in practice there are winning chances, the f and h-pawns (or a and c) being a special problem. Two pawns will normally win.

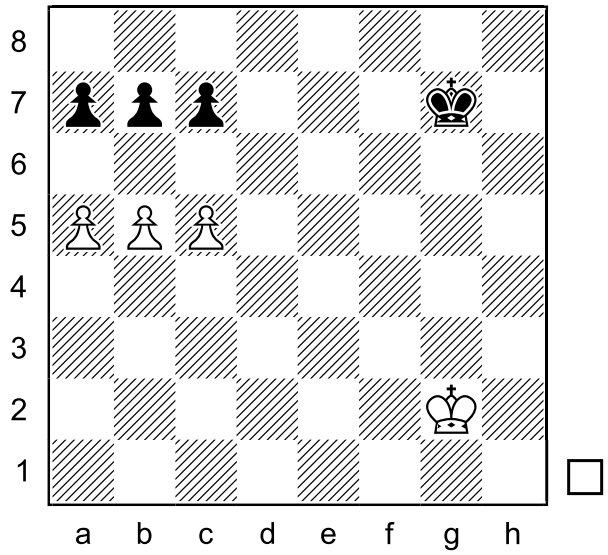
[EDITOR] In practice such endgame is very difficult to hold on – especially if one does not know how to defend it. Even masters and grandmasters lose it from time to time.



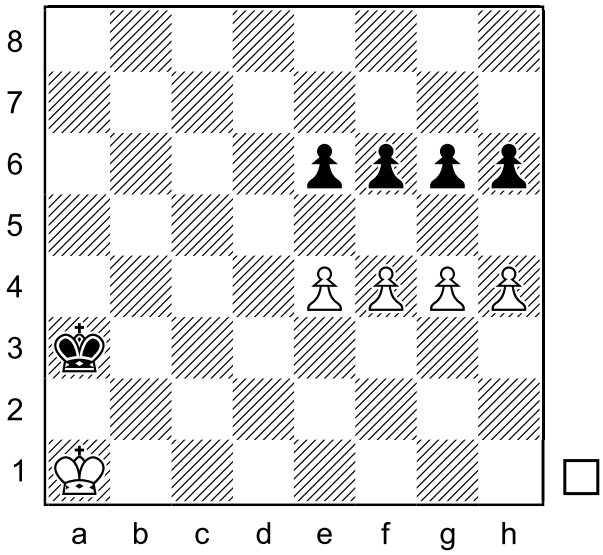
Draw. With the pawn on the seventh rank this is an easy draw. With the pawn on a6 White can sometimes abandon the king's-side and win.

[EDITOR] In practice this endgame is quite easy to defend, but if black plays too active – White may be able to win it.

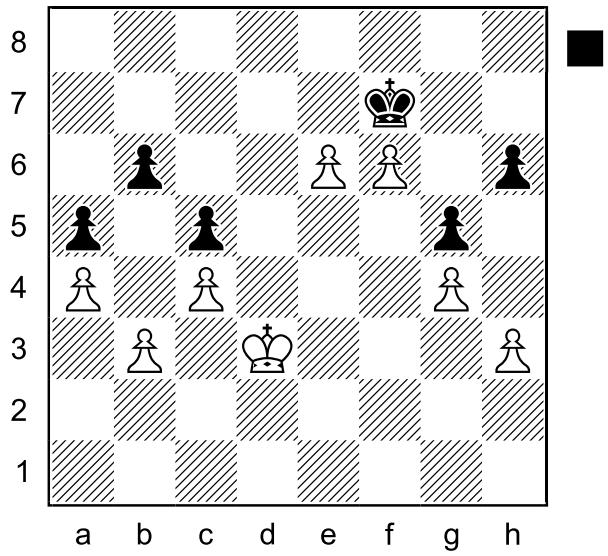
*** [Editor's note] Just for the remainder**: take notice *this is an exclusive edition of the book* – for all the people who has contributed to the chess community. This means – you have the privilege to be among the best ones!



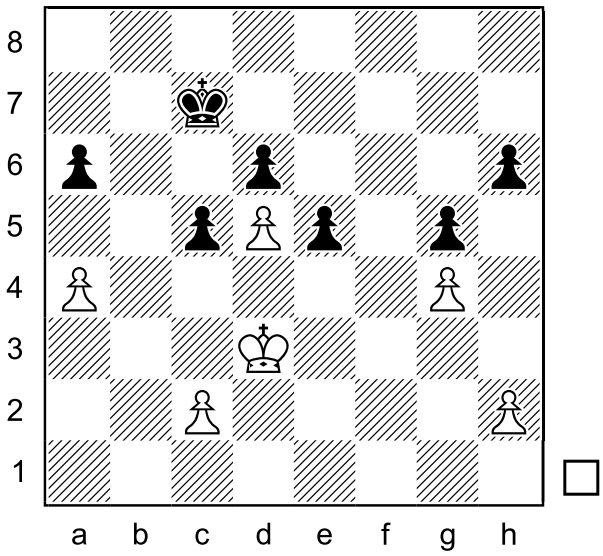
1.White to move



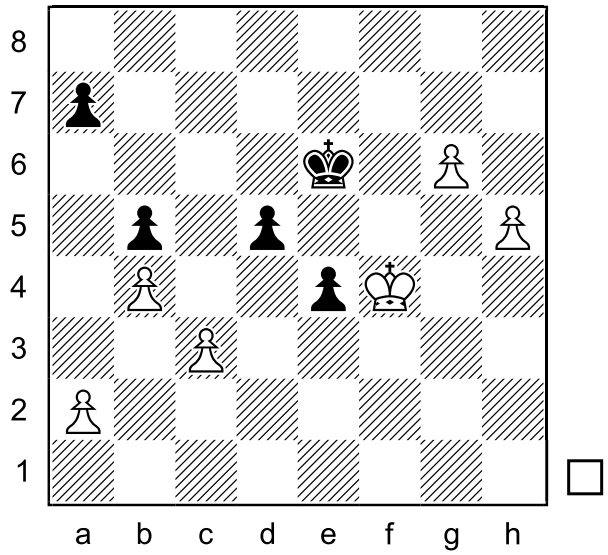
2.White to move



3.Black to move



4.White to move



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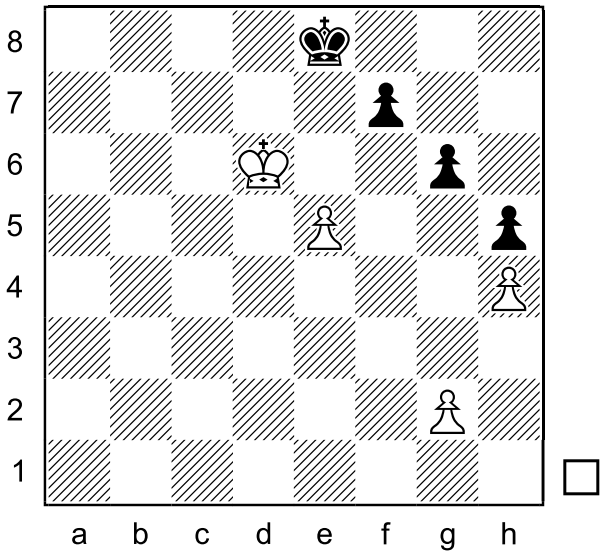

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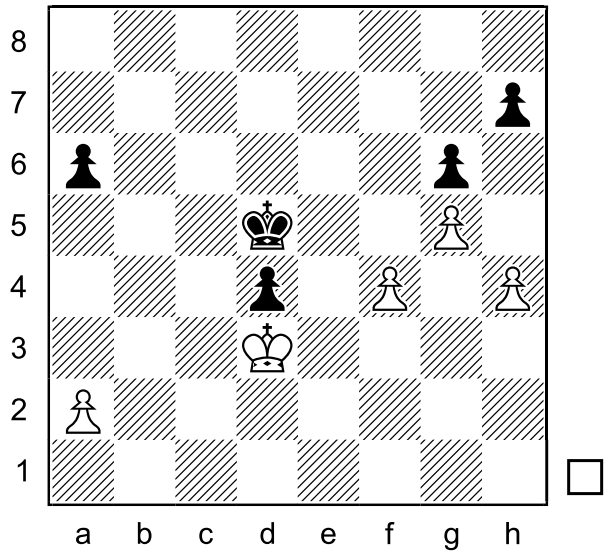

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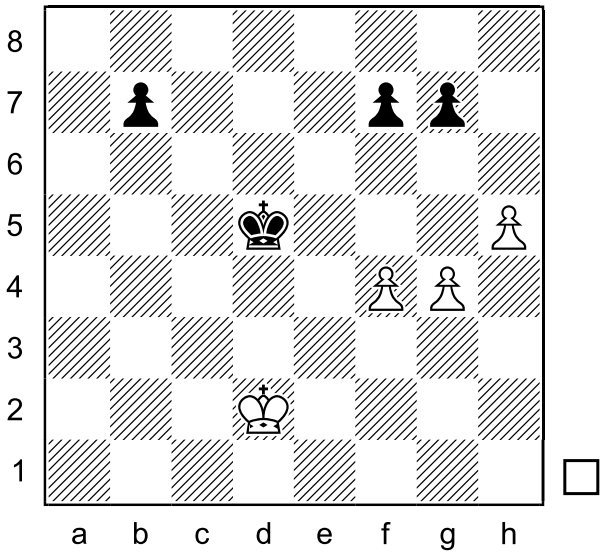

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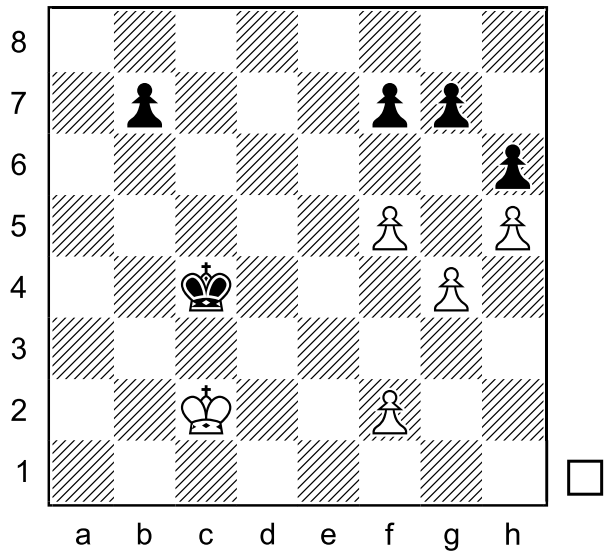

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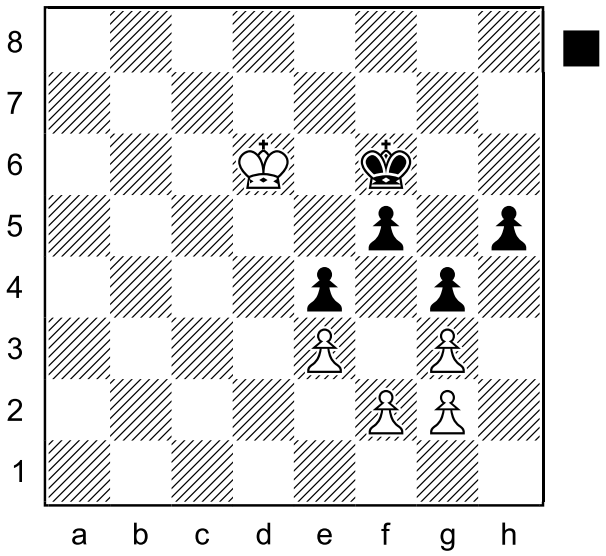

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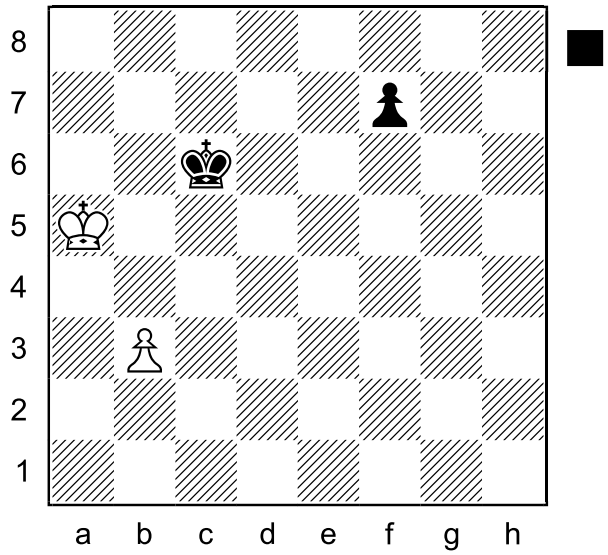

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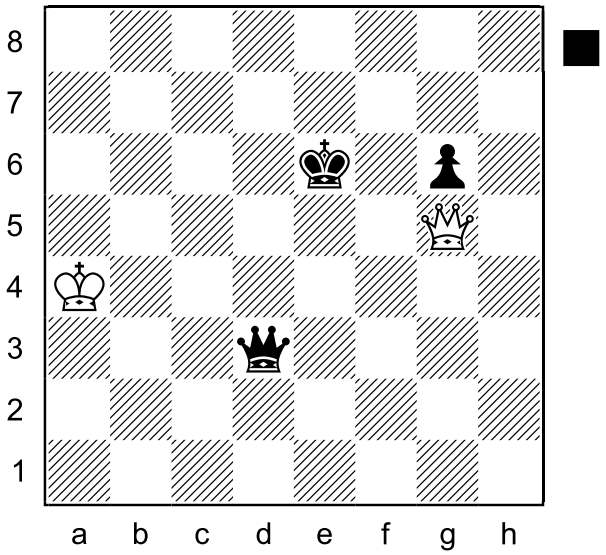

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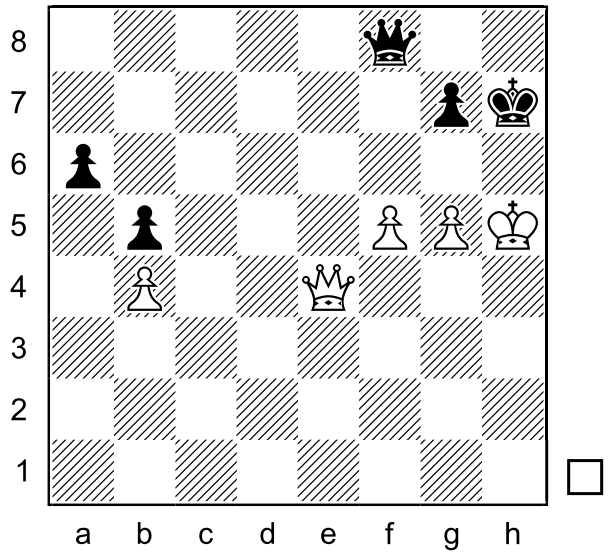

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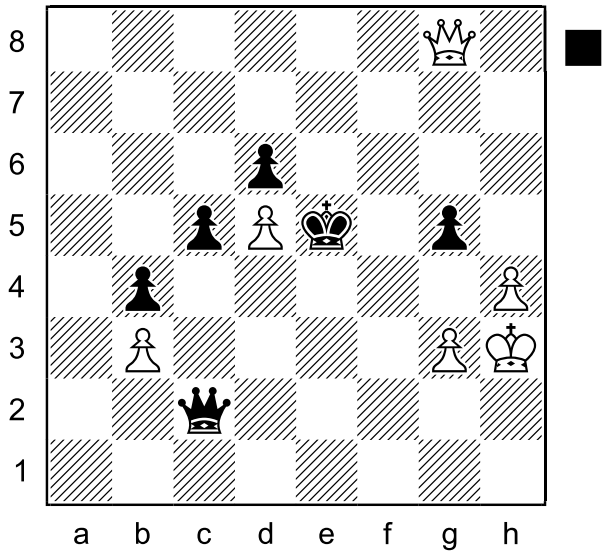

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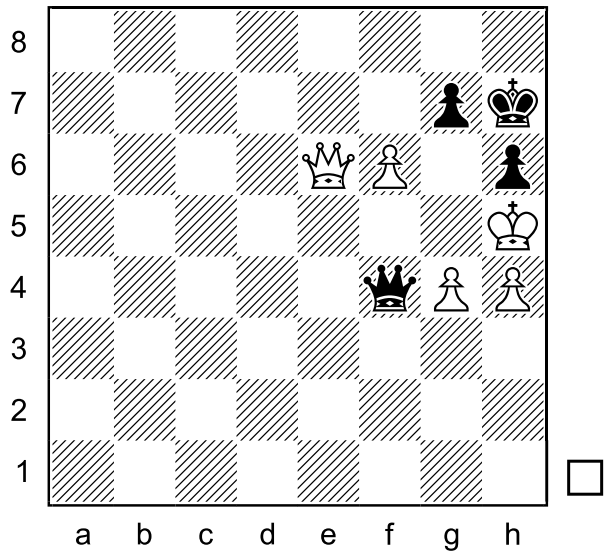

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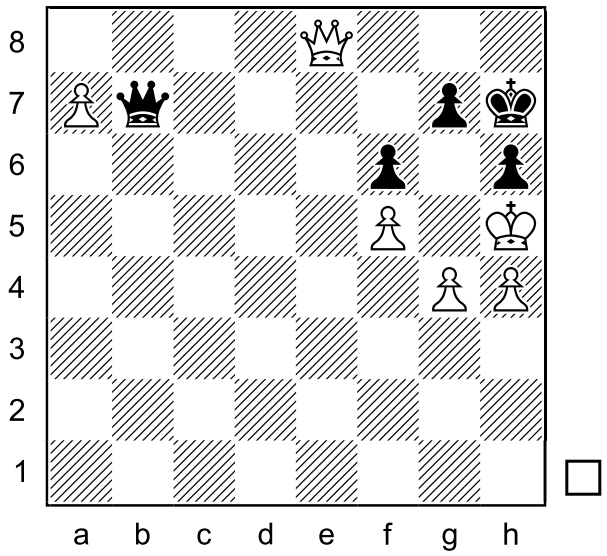

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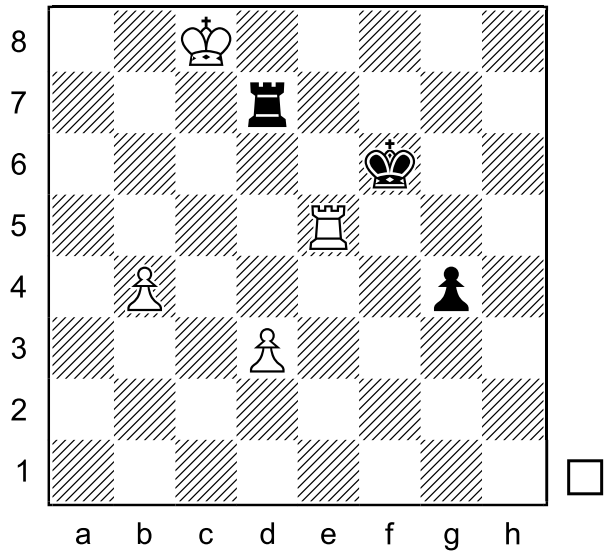

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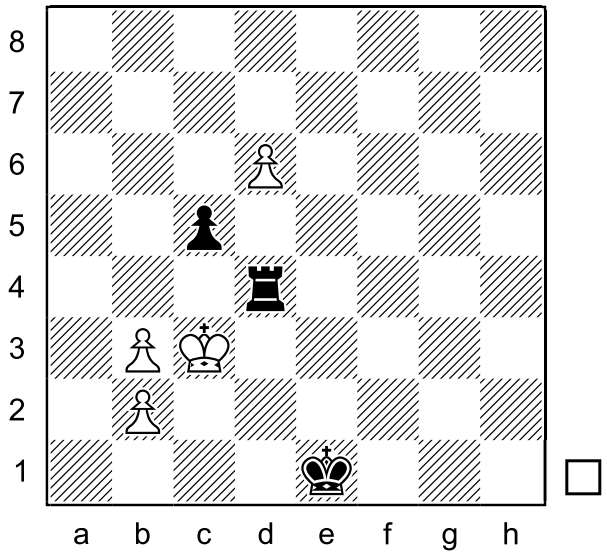

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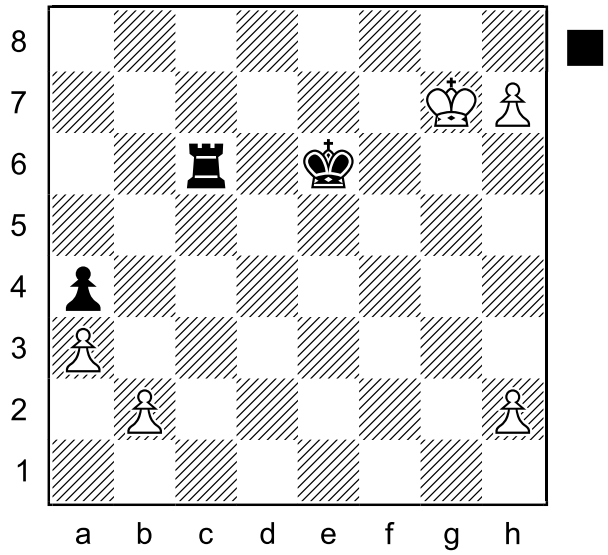

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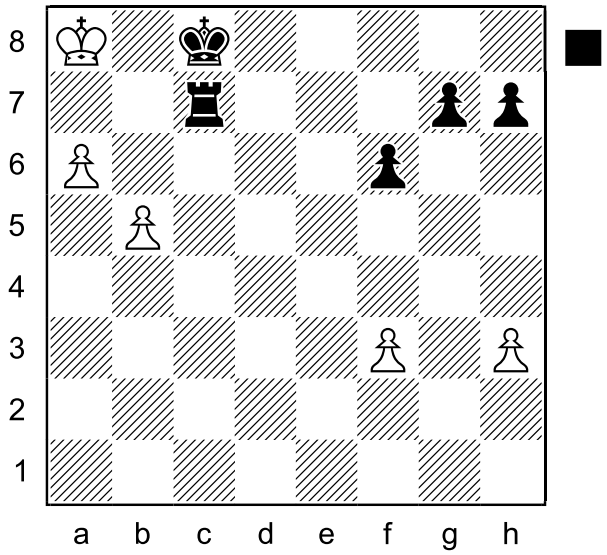

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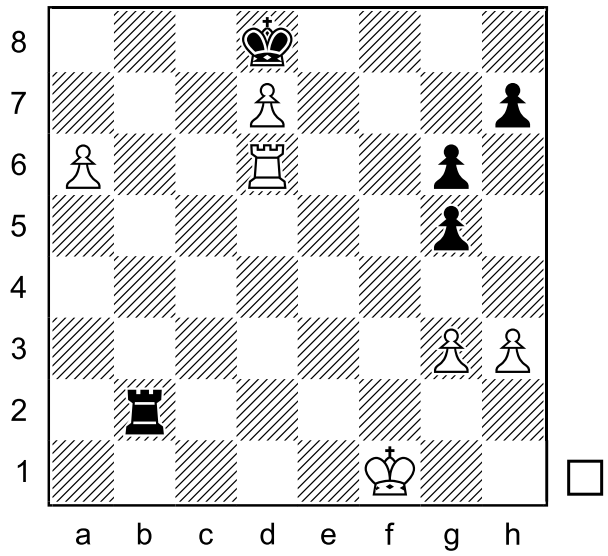

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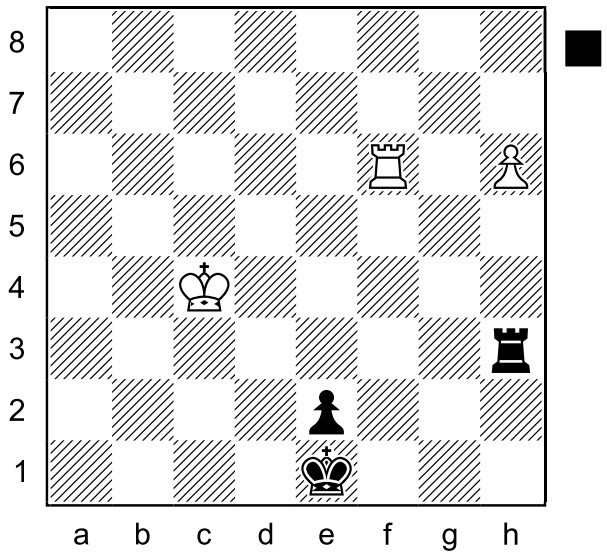

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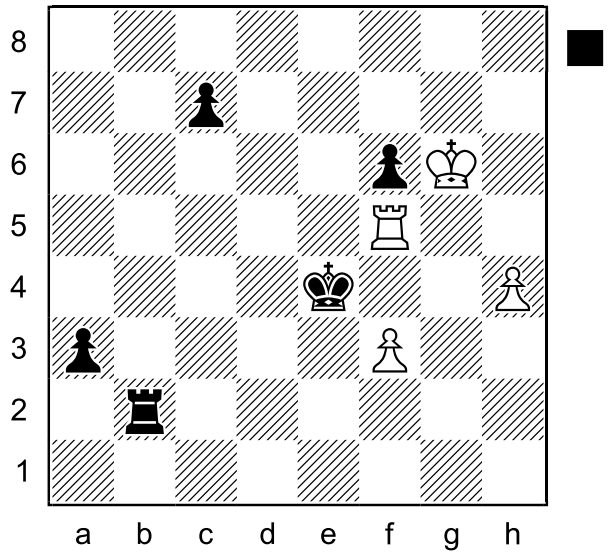

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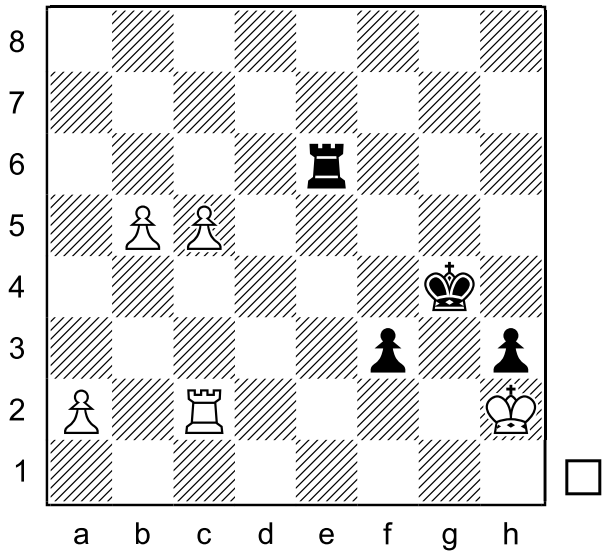

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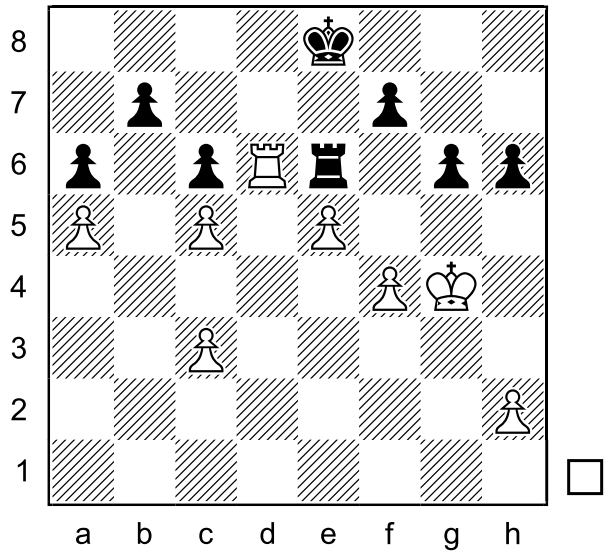

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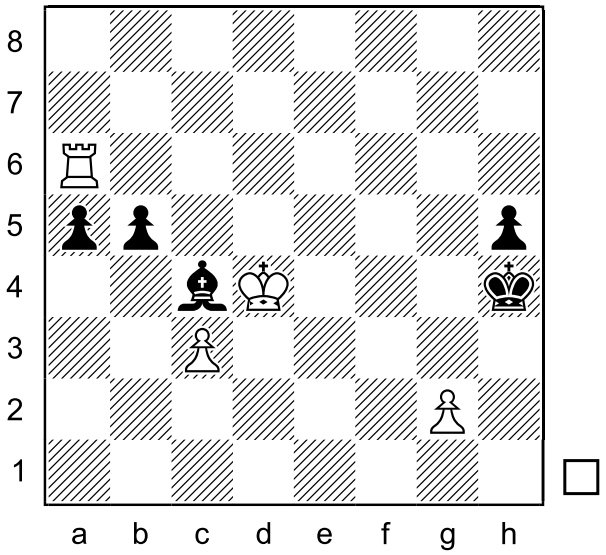

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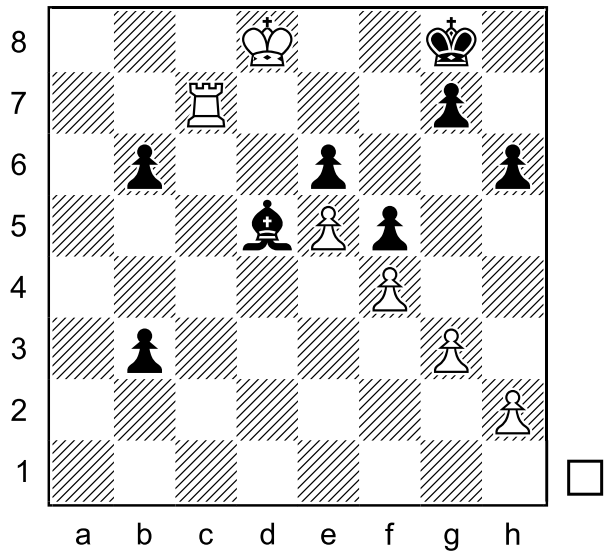

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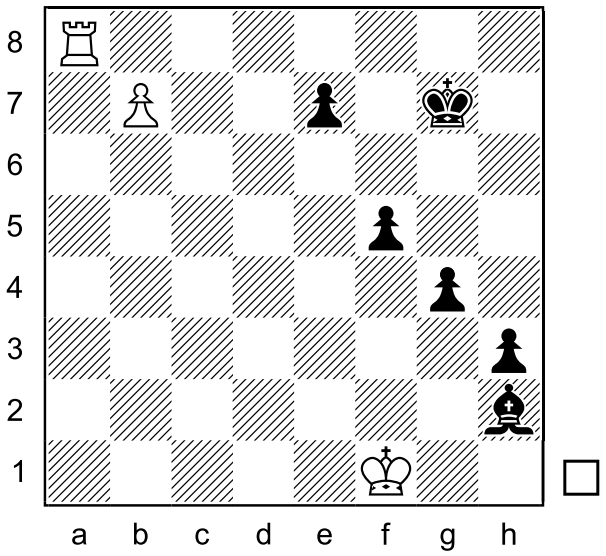

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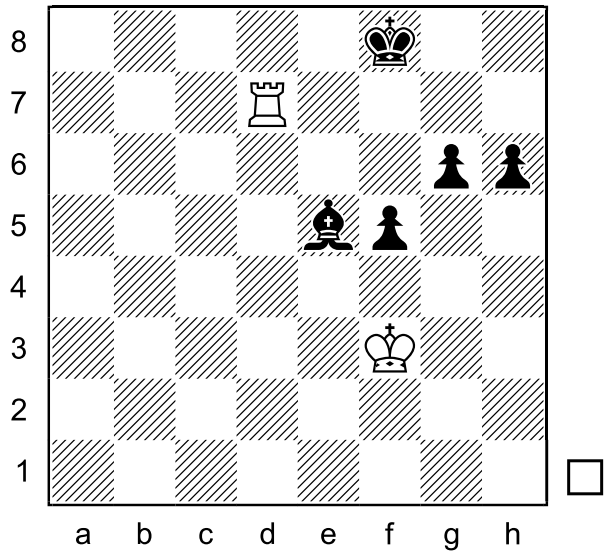

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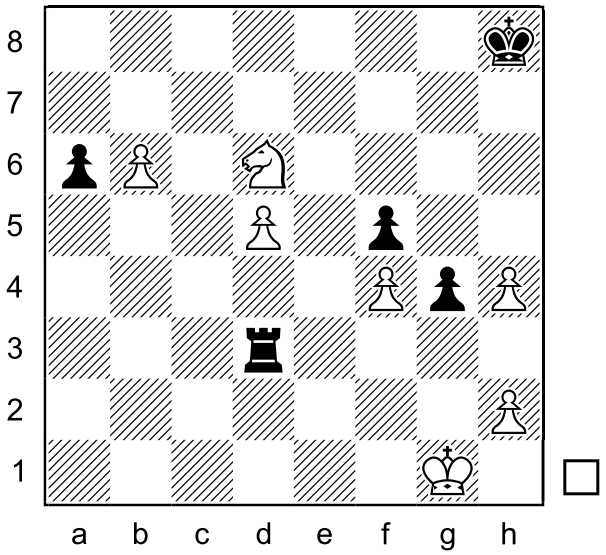

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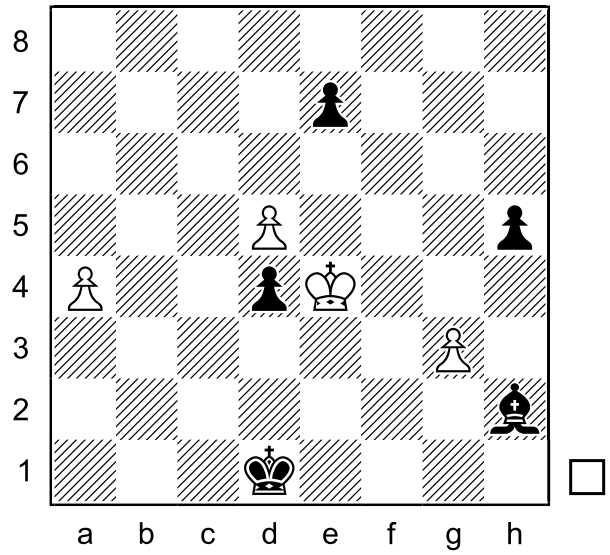

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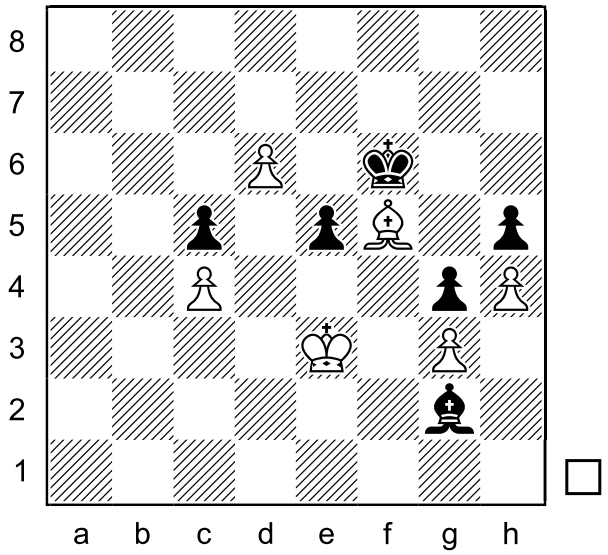

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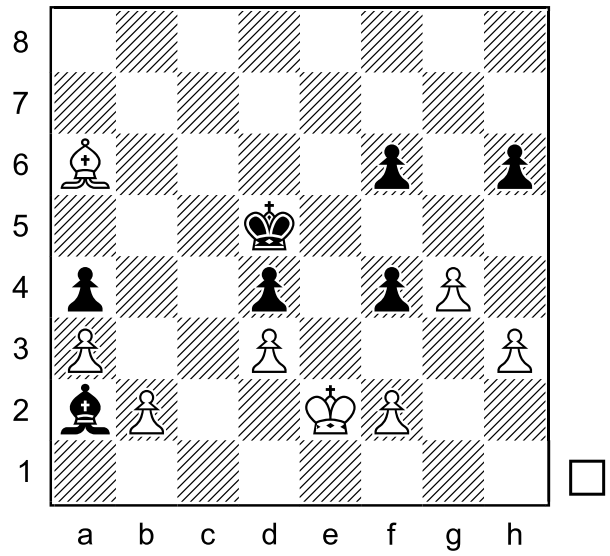

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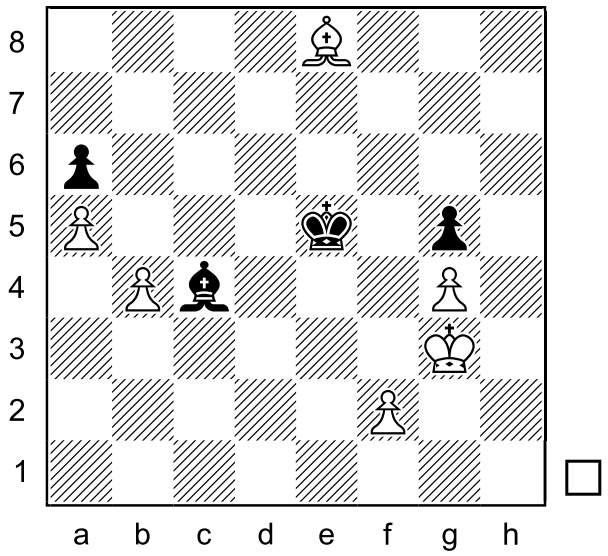

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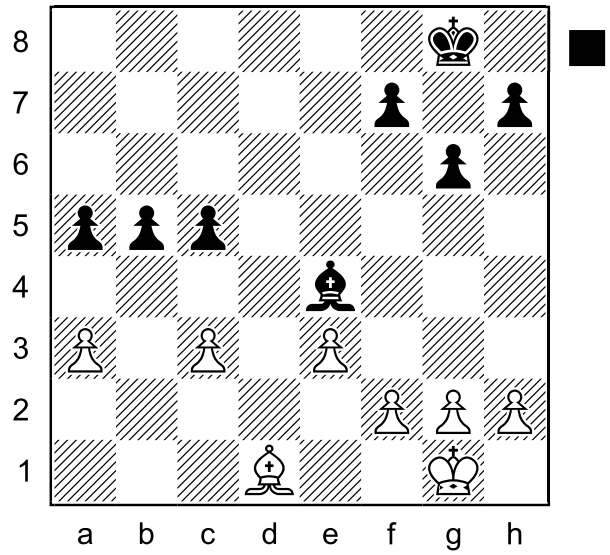

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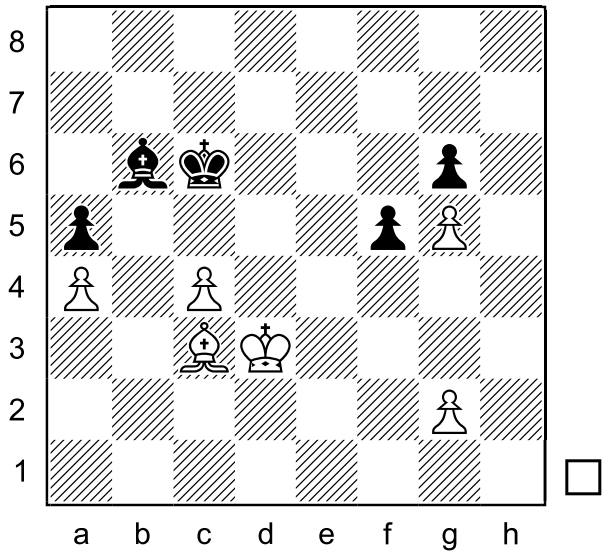

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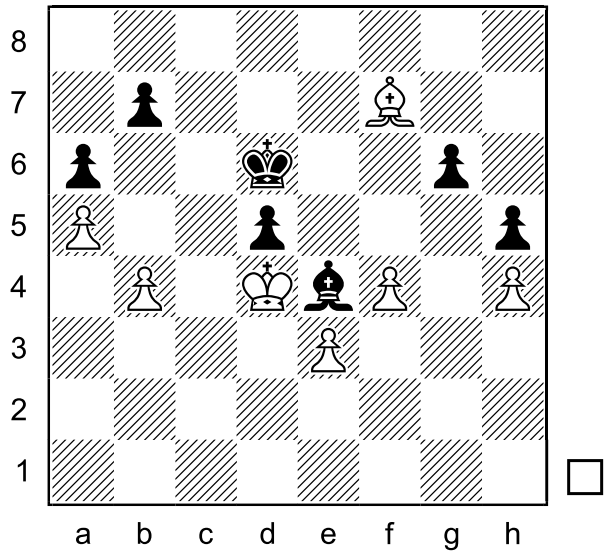

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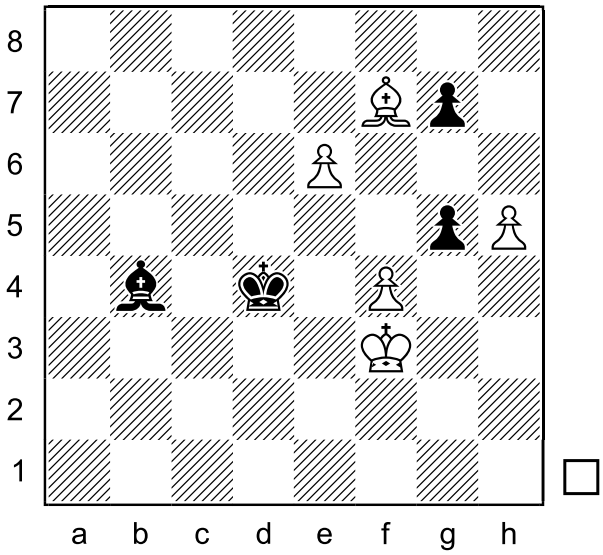

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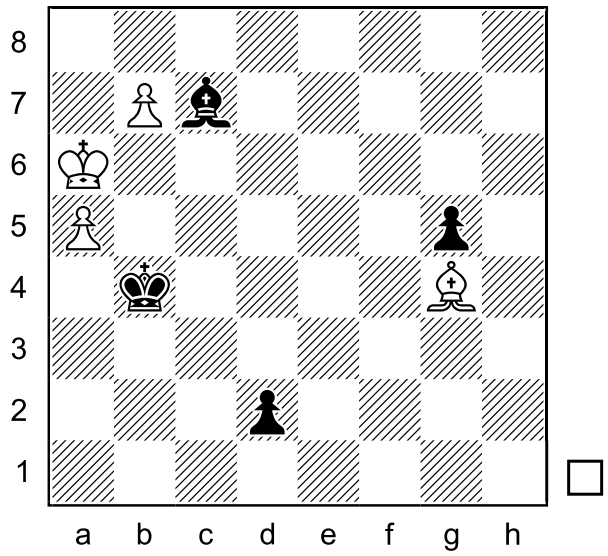

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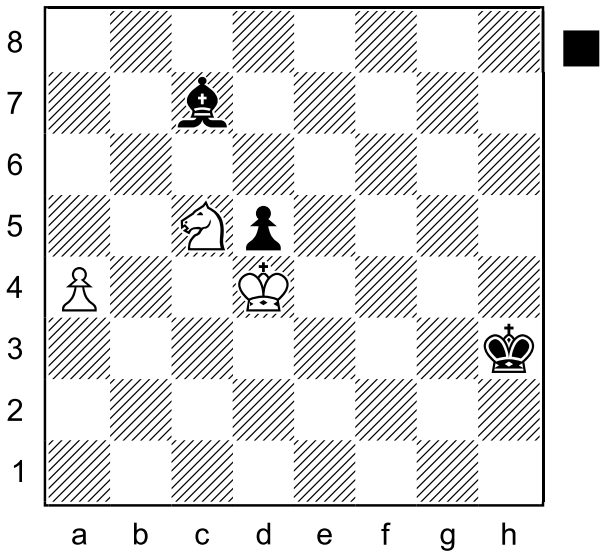

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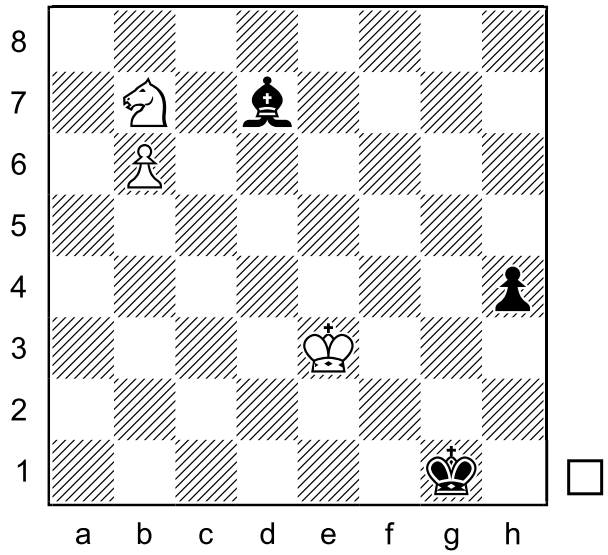

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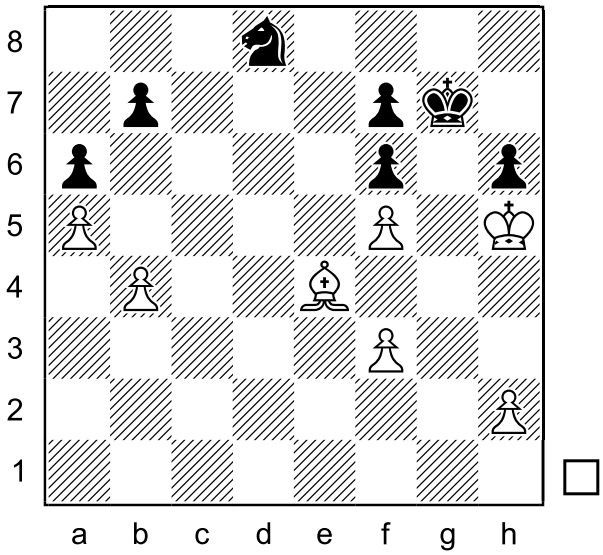

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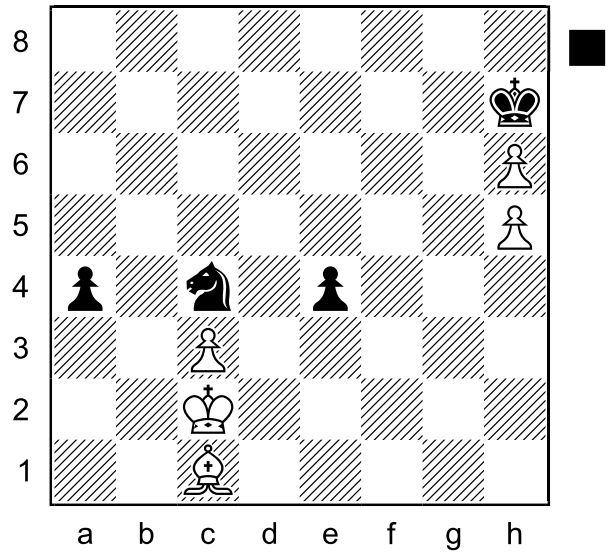

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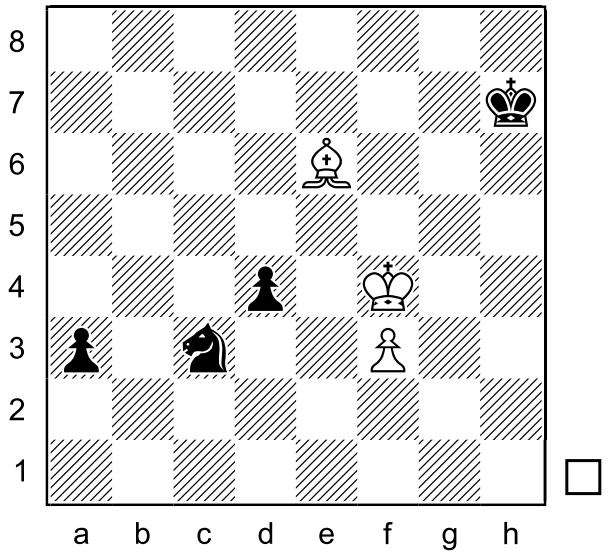

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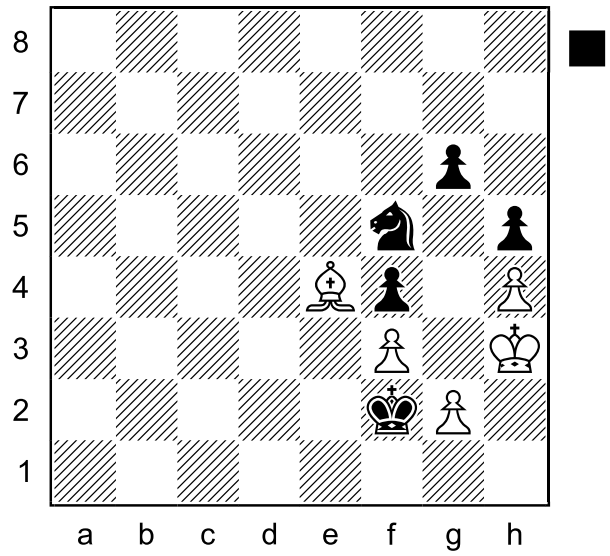

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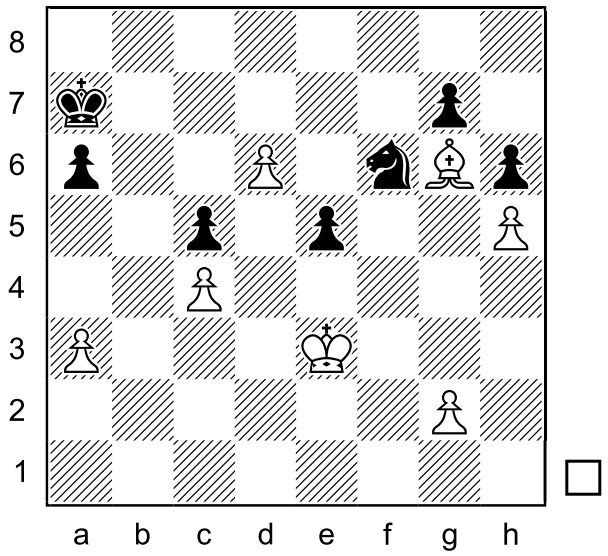

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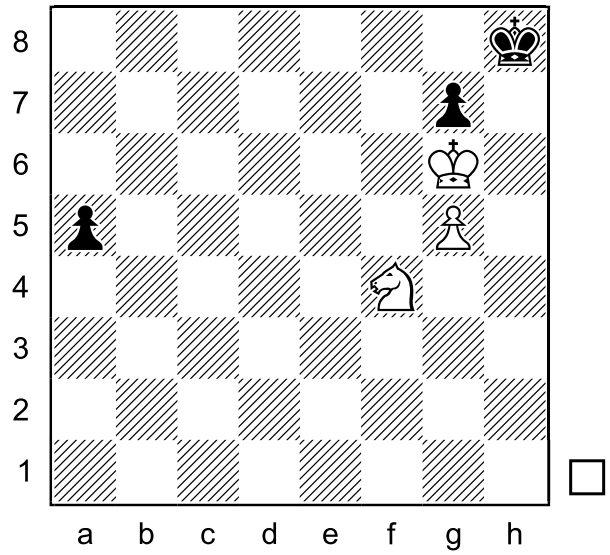
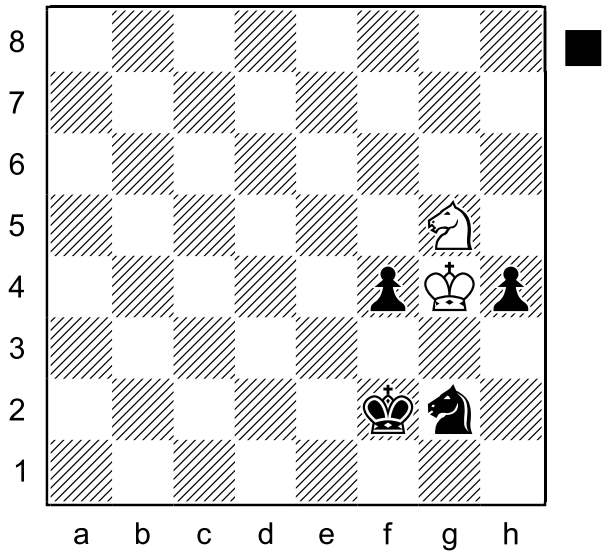
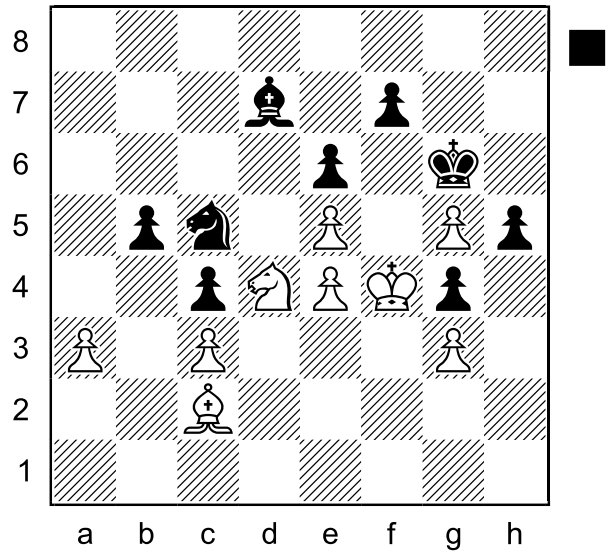


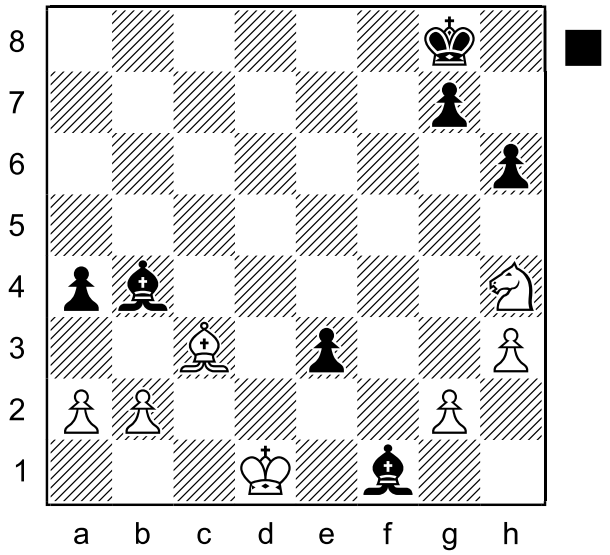
47.White to move



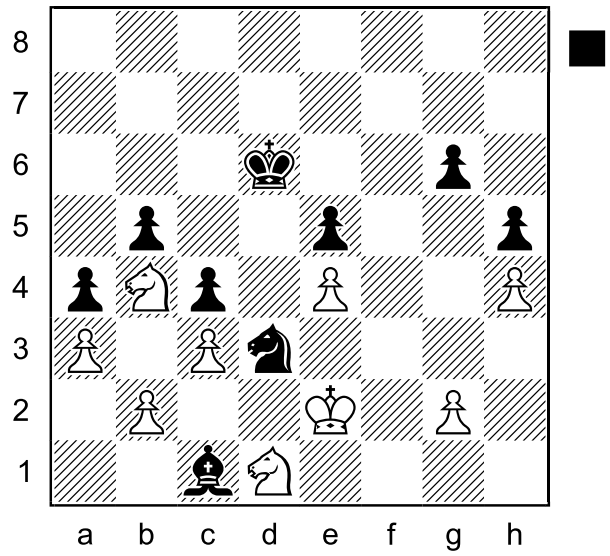
48.Black to move



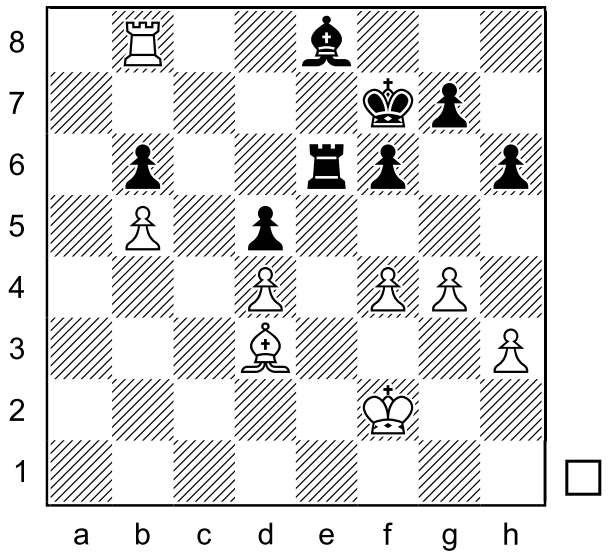
49.Black to move



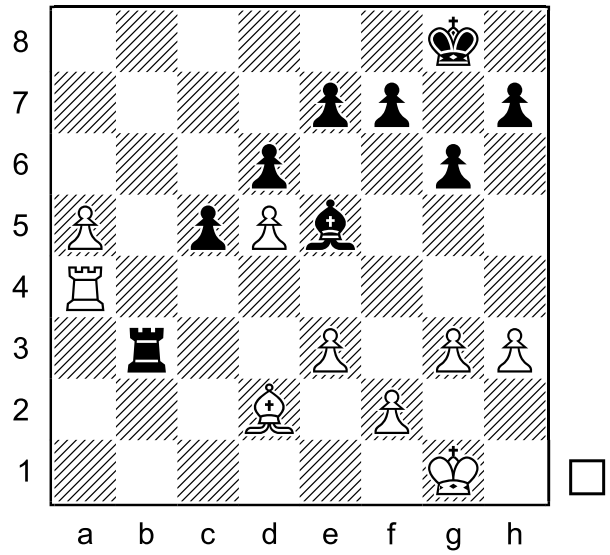
50.Black to move



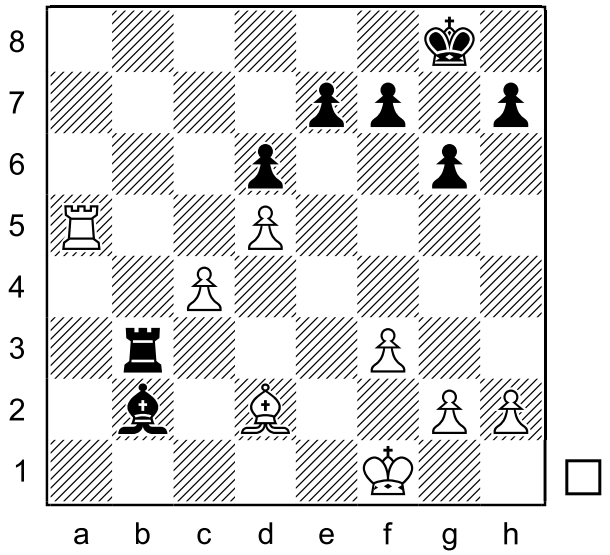
51.Black to move



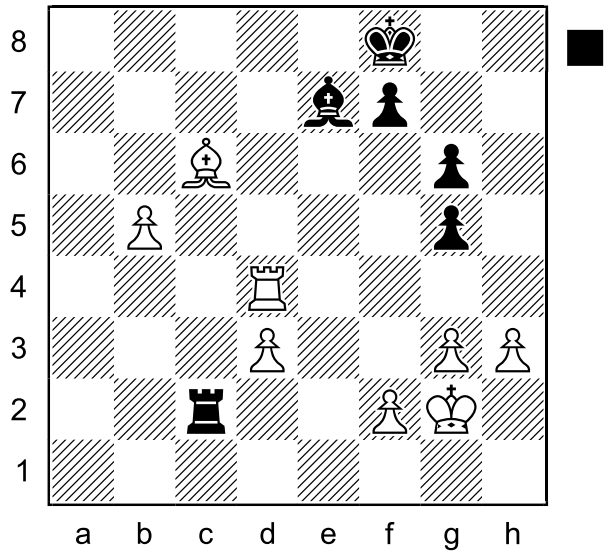
52.White to move



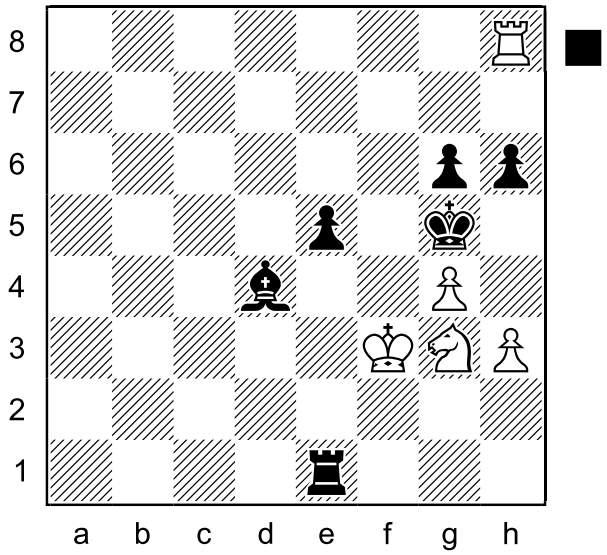
53.White to move



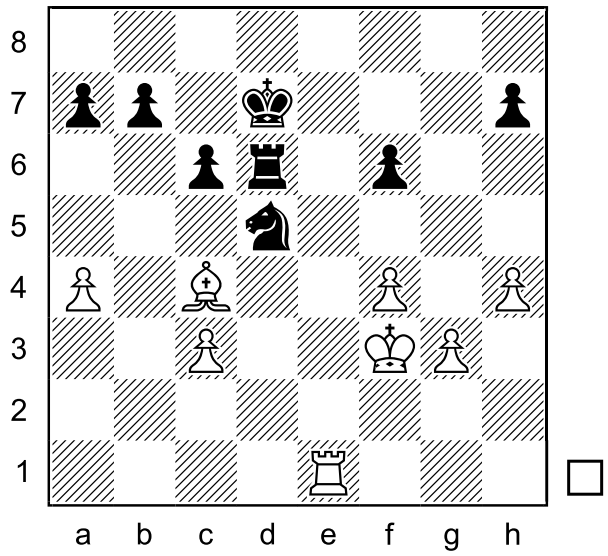
54.White to move



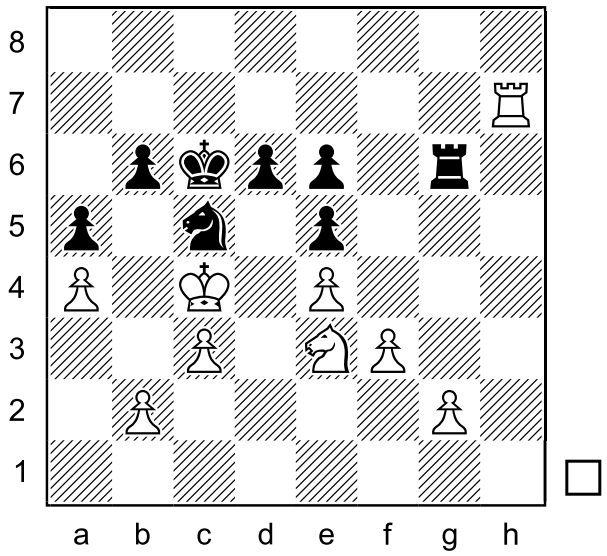
55.Black to move



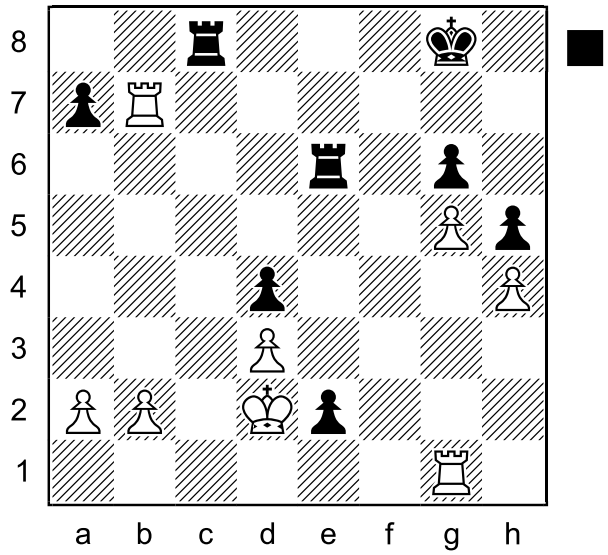
56.Black to move



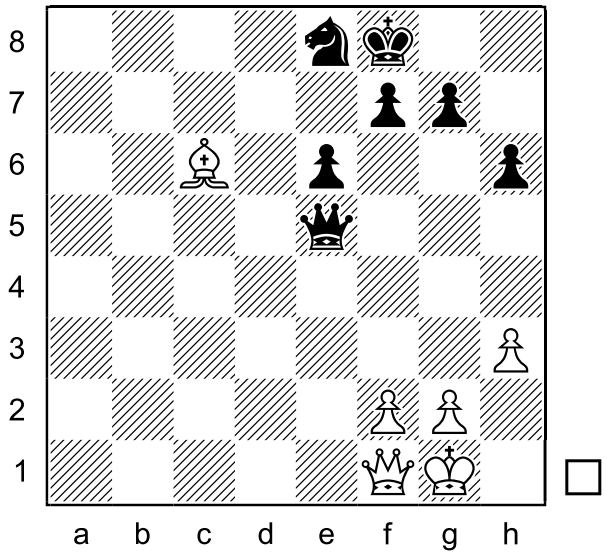
57.White to move



58.White to move



59.Black to move



60.White to move

SOLUTIONS

1. A classic whose originator is unknown, White wins by a pretty pawn breakthrough 1 b6! cxb6 2 a6 bxa6 3 c6 (or 1... axb6 2 c6). The black king is just one step too far away, as it is not in the c-pawn's quadrant. (Draw the diagonal, here c5-f8, and you see straight away that the black king must be in the square c5 -c8-f8-f5 in order to stop the white pawn on c5). If the black king in the diagram is moved to f6, then the result will be just the opposite!

2. Less known and more complicated than no. 1 but just as instructive. Naturally the idea is another pawn breakthrough, but It is no use getting a queen if Black gets a pawn through straight afterwards. Therefore in the critical variations White must queen on f8 with check. So not 1 e5? fxe5 2 h5 exf4! but 1 h5! gxh5 2 e5 fxe5 3 f5. Or 1... g5 2 e5 fxe5 3 f5! (To emphasize the point; in this last variation White also wins by 3 fxg5 e4 4 Kb1).

3. A simple illustration of a very common defensive idea. It can happen often, not only in pawn endgames, but also in bishop endgames, that one side has a clear advantage but cannot make a breakthrough anywhere. I call the theme shop-shutting, just to have a name for it. In the diagrammed position, from a Russian game Gerensky-Rytov, 1970, Black of course plays 1... Kxf6 and his king never moves to c6 except in reply to Ke4. So, 2 Ke3 Ke7! 3 Kf3 Kf6 with a clear draw. 2... Kxe6?? 3 Kc4 would give White the opposition (the kings facing each other with one square between them, the opponent being to move) and Black would end up in zugzwang.

4. 1 a5! with shop-shutting. The game was agreed a draw after 1... Kd7 2 c4 Ke7 3 Kc4 Kf7 4 Kf5 Kg7 5 Ke4 Kg6 6 Kf3 h5 7 h3! hxg4+ 8 hxg4 e4+ 9 Kxe4 Kf6 10 Kd3! (Not 10 Ke3?? Ke5 when Black gets the opposition and forces a way in). (Vreeken-Gaprindashvili, Medellin 1974).

5. At the chess Olympiad in Siegen 1970 the game Bouaziz-Pomar was drawn after 1 g7?? Kf7 2 h6 Kg8 when Kf5 is comfortably answered by Kf7. This was in fact a bit embarassing, because there is an easy win and the idea is commonly known. 1 h6 Kf6 2 h7 Kg7 3 Kg4! Kh8 4 Kf5! Kg7 (4... e3 5 Kf6 e2 6 g7+ Kxh7 7 Kf7) 5 Ke6! e3 6 h8=Q+ Kxh8 7 Kf7. Black is checkmated in all variations.

Note the white king's triangular manoeuvre.

From the diagrammed position you could also get the idea of 1 c4. If Black takes with the b-pawn you get passed pawns on both wings and the black king cannot cope with that. However if he takes with the d-pawn the idea is no good and it is too late to go back to the winning manoeuvre: 2 h6 c3! or 2 Kxe4 Kf6.

6. 1 g3!! Black resigned (From a Polish game Lipski-Pieprowski). Precisely now White must use the waiting move he has kept in reserve. First we must note that 1 e6 does not win because of 1... f6! 2 e7 g5 3 Ke6 gxh4 4 Kxf6 h3! 5 gxh3 h4 and now 6 Ke6 is stalemate. After that one can begin to examine 1 g3, e.g. 1... Kd8 2 e6 f6 3 e7+ Ke8 4 Ke6 g5 5 Kxf6 gxh4 6 gxh4 Kd7 7 Kf7, here the tempo is right! 5... g4 6 Kg5 is also easy enough. 1... Kf8 2 e6? is a draw, but try 2 Kd7 Kg8 3 Ke8!

Kg7 4 Ke7 Kg8 (4... g5 5 hxg5 Kg6 6 Kf8) 5 Kf6 Kf8 6 e6 fxe6 7 Kxg6 followed by Kxh5, and that wins! Note that Kg8 must be answered by Ke8; horizontal opposition.

7. A game Capablanca-Ed. Lasker is said to have continued like this: 1 f5?? gxf5 2 h5 Ke5?? 3 h6! and Black resigned as there is no defence to the threat g6. This should disprove that the Cuban world champion never played wrongly in the endgame, which is one of the myths that has been built up [1]. Black had a clear draw with 2... Ke6! 3 Kxd4 f4 4 Ke4 f3 5 Kxf3 Kf5 (White can exchange off and race to a6, but the black king will follow and White cannot win with his a-pawn).

White should have kept the threat f5 in reserve, and played the waiting move 1 a3! e.g. 1... Ke6 2 Kxd4 Kf5 3 Kc5! Kxf4 4 Kb6 Kg4 5 Kxa6 Kxh4 6 Kb6 Kxg5 7 a4 and wins because 11 a8=Q controls the square h1. 1... a5 2 a4 does not help Black, Kc5 still being met by f5, he is in zugzwang. But if the black pawn on a6 had been on a7 the position would be a draw because 1 a3 is answered by a6, White having no more waiting moves.

8. From a game Gasiorowski-Grabczewski, a comedy of errors. Black has just moved Ke6-d5?? (f6 would draw). Now White could win with a well known stratagem: 1 g5 Ke6 2 h6 gxh6 3 gxh6 Kf6 4 f5!!, a murderous zugzwang (It is so bad that in studies White wins in spite of three black pawns on the queen's wing. Place black pawns on a4, b4, and c4 and a white king on b2. White plays Kb1 and answers a3 with Ka2, b3 with Kb2, and c3 with Kc2).

However, the actual play in our game was 1 Kd3?? f6 2 g5 Ke6?? (2... fxg5 3 fxg5 Ke5 is of course a draw) 3 Ke4?? (g6!) b5?? 4 f5+! Ke7 5 g6, now the white king has most of the board to himself, and after 5... Kf8 6 Kd5 Kg8 7 Kc5 Kh8 8 Kxb5 Kg8 9 Kc5 Black resigned. There could follow 9... Kh8 10 Kd6 Kg8 11 Ke7 Kh8 12 h6 Kg8 13 hxg7 Kxg7 14 Ke6.

9. (from an Edward Lasker game). White played despondently 1 f4??, and after 1... f6 Black won easily by plundering the king's wing. White ought to have seen his chance: 1 f6!! 1 gxf6 2 f4 Kd5 3 g5 fxg5 4 fxg5 Ke5 5 gxh6 Kf6 6 Kb3 and White wins by a similar zugzwang to that missed by White in no. 8.

10. (Pomar-Cuadras, Olot 1974). White has just played Kd5-d6 which was probably meant as an attempt to win. But now Black won with 1... f4!! 2 Kd5 (or 2 gxf4 h4, or 2 exf4 h4 3 gxh4 g3 4 fxg3 e3) h4!! 3 Kxe4 (or 3 gxh4 g3!) f3! 4 gxf3 h3. Here Pomar returned the extra half point he got in no. 5...

11. (Ljubojevic-Browne, Amsterdam 1972). A most elegant endgame study which occurred in a game. That is to say. Browne did not actually solve it, perhaps he was in his usual time-trouble. After 1... f5?? 2 Kb4 a draw resulted. Black could have won with 1... Kd5 1 e.g. 2 Kb4 Kd4 3 Ka5 f5 4 b4 f4 5 b5 Kc5! 6 b6 Kc6 7 Ka6 f3 8 b7 f2 9 b8=Q f1=Q+ 10 Ka5 Qa1+ 11 Kb4 Qb1+. Or 2 b4 f5 3 b5 f4 4 b6 Kc6! is the same story. To queen with check may be more important than to queen first.

12. 1... Qd7+! and White resigned. This is of course followed by an exchange of queens on d5 or e7 (Sanguinetti-Kavalek, Havana 1966).

The previous move by White was a very bad mistake, Ka3-a4?? Whether Black could win after Kb2 is, as the politicians say, a good question. Positions like this with a queen and a knight's pawn

[1] this game was from a simultaneous display in 1913. Only sixty years later did David Hooper find the correct analysis, given here. It seems severe to fault Capablanca for not finding in a simul what many grandmasters failed to find when annotating the game. *Translator's note*.

against a queen have been won many times, but theory offers no sure way of winning. In practice the chances are quite good.

13. This was one of those games which demonstrated that there are some chances of winning with the knight's pawn. Botvinnik-Ravinsky, Moscow 1944. Botvinnik played 78 f6+7 Kg8 79 Qe6+ Qf7 80 Qxf7+ Kxf7 81 fxg7 Kxg7 82 g6 a5 83 bxa5 b4 84 a6 b3 85 a7 b2 86 a8=Q b1=Q 87 Qa7+ Kf6 88 Qf7+ Ke5 89 Kh6 and after several mistakes on both sides, he won in 126 moves. He could have saved himself all this trouble. In the diagrammed position what must be played is, of course, 78 g6+! Kg8 (78... Kh8 79 Kg4! With a mating attack) 79 Qe6+ Kh8 80 f6! (threatening f7 and Qe8. Note that the pawn on b4 plays an active part, as it prevents Qc5+) gxf6 81 Qd7 Qg7 82 Qd8+ Qg8 83 Qxf6+ Qg7 84 Qd8+ Qg8 85 Qxg8+ Kxg8 86 Kh6 Kh8 87 g7+ Kg8 88 Kg6 and mate in four moves. All forced and really quite easy to calculate. The trick of stalemating Black's king so that he has to make a suicidal move on the other wing has been known for many hundreds of years.

14. 1... g4+! 2 Qxg4 (otherwise mate) Qf5 3 h5 c4 4 h6 Qxg4+ 5 Kxg4 Kf6 and White resigned. Tatai-Mariotti, Italy 1973. As in the previous game, an example of simplifying into a won pawn endgame. About a move like g4+ you can say that one ought always to look at those moves which give the opponent only one reply. This applies not only to endgames; one often discovers new possibilities in the middlegame if, just for a second, one takes a 'silly' move seriously for the single reason that it leaves the opponent no choice.

And as for the rest, greetings to those who think it is witty to say 'always give a check, it might be a mate!'

15. From a game Sherbakov-Arlazarov, USSR 1972. White's previous move was a brilliant f5-f6, and Black answered with Kh8-h7 gxf6 was hopeless because of Kg6. Poor Black.

The position in the diagram was followed by 1 fxg7?? Qf7+! draw. Poor White, he forgot to think about stalemate.

Or perhaps he was shocked when he saw the mate after 1 f7 Qe5+ 2 Qxe5 g6! Perhaps, but what about 2 g5 Qxe6 3 f8=N+ if I may ask? Oh yes, knight promotion, he also forgot to think about that.

Knight promotion plays a part in about one game in five hundred. But it is important to notice it that one time. Here the black king was placed a knight move away from the promotion square, and so the penny, or rather the kopek, ought to have dropped.

Furthermore, a queen endgame with three pawns against two (on the same wing of course) is normally a draw, even if the defence has failed in several master games. It is not easy and Black must not watch passively as White charges forward.

16. Another Russian game, Reshko-Kaminsky, also from 1972. If you walked into the stalemate trap in no. 15, you will be a lot wiser now, 1 a8=Q?? Qf7+! But if you pick a knight, how do you get it back into play after 1... Qa7, it will not be easy. No! Here is the answer: 1 a8=B!! Qb3 2 Qd7 Qg8 3 Bd5 and Black resigned from this unequal struggle.

While knight promotion can have many excellent purposes, rook or bishop promotions can have only one aim, namely avoiding putting the opponent in stalemate. Rook promotions are quite common in endgames, but bishop promotions are very rare. In more than 2000 tournament games I have never experienced one. But it is of course the point in many endgame studies.

17. To exchange or not? Rook endgame or queen endgame? The answer is not difficult, in this example, for the rook endgame does not look at all promising, e.g. 1 Re3 Rd4 or 1 Re4 Rg7. So you chose the queen endgame, perhaps without much optimism: 1 Kxd7 Kxe5 2 b5 g3 3 b6 g2 4 b7 g1 =Q 5 b8=Q+. However now it looks a lot better, Kd4 loses the queen and the mate after Kd5 is sweet. As Black must move to the f-file it looks as if he is in trouble. He cannot move on to the g-file. 5... Kf5 6 Qf8+ Ke5 7 Qd6+ Kf5 8 Qe6+ Kf4 9 Qf6+! Black resigned. 9... Ke3 will not work because of Qb6+, and 9... Kg3 will permit a queen exchange (Ivkov-Kozomara, Sarajevo 1967).

Black's last move before the position in the diagram was 53... Ke7-f6. Ke7-d6 was no better. 54 Rg5 wins easily, e.g. 54... Rc7+ 55 Kb8 Rf7 56 b5, and the white king controls the b-pawn's promotion square.

18. From a Swedish game (1973). White considered that his position was hopeless and resigned after a couple of indifferent moves. Very wrong of him. Undermining the strong rook position is obvious enough: 1 b4! Rxb4 2 d7 Rd4 (or 2... Rb8 3 Kc4 Rd8 4 Kxc5 Rxd7 5 b4 with a draw, the black king arriving too late) 3 b4! Rxd7 4 bxc5 Ke2 5 Kc4 with a clear draw. One must not give up like that!

(1 d7 Rxd7 2 Kc4 Rb7! is quite hopeless, and 2 b4 cxb4+ 3 Kxb4 also loses, for instance 3... Kd2 4 Kc5 Rc7+ 5 Kb6 Rc2 6 b4 Kc3 7 b5 Kb4).

19. From a game Pachman-Welling, 1973. How does Black actually win?

Well, it is a rim-pawn, the white one. And of course he must not place his king on the edge of the board. Also have you noticed on the other wing a possibility of suicidal move? Thus: 1... Rc7+ 2 Kg8 Rc8+ 3 Kg7 Rh8! 4 Kxh8 Kf7 5 b4 axb3. White resigned.

He could have made a few more moves of it by 4 h3 Ke7 5 h4 Ke8 6 h5 Ke7 7 h6 Ke8 8 Kf6 Rxh7 9 Kg6 Rh8 10 Kg7 Rf8 11 h7 Rh8! but the result would have been the same.

20. The white pawns are actually a threat. After 1... Re7 2 b6 Re8 the win is quite uncertain because of stalemate something like 3 h4 g5 4 h5 f5 5 h6 g4 6 f4 g3 7 b7+ Kc7 8 Ka7 g2 9 b8=Q+! If Black sees this he might suddenly become doubtful. He had counted on an easy win. Problems with a rook advantage. He might think he is always the unlucky one...

No, he is not! He is very, very lucky, unless the following was part of a clever plan many moves ago. There is an incredibly nice win in the position. It is one's own fault if one does not find it. When b6 is such a strong threat one must glance at the only move that prevents b6. Look at it closely! There is something special about rim pawns. And we will stop a c-pawn without thinking too much about it. And then we will win of course on the other wing. That means: 1... Rc6!!

White gains nothing by playing 2 Ka7, a waste of time because of Kc7. The threat is Rb6 so he must take 2 bxc6. Now the picture is clear. Black wins on the king's wing if White does not manage to stalemate himself. This demands very exact calculation, but of course playing g5 works because after that White cannot readily sacrifice the f- or h-pawns, e.g. 2... g5! 3 h4 gxh4 4 f4 h3 5 f5 h2 6 a7, very clever, but there is mate in two moves by h6 or h5! To play for stalemate is just as dangerous as to play for off-side in football, if one is not quick enough.

The game (Milenkovic-Stankov, Yugoslavia 1968) continued 2... g5! 3 a7 f5 4 c7 f4! 5 h4 g4 6 h5 h6! and White turned down his king, 4 h4 g4 5 fxg4 f4 was no better.

Had Black not had the extra pawn on the king's wing the idea Rc6 would not have helped him. After the pawns are locked he would be in zugzwang. If White is to move with the kings on a8 and c8, then he will just play c7, Kxc7, Ka7, Kc8, Kb6 and make a feast of the king's wing.

21. (Bukic-Marovic, Yugoslavia 1968). White did not look at the king march to c1, which ought to win, because he knew the little trick of skewering the black rook: 1 a7 Ra2 2 Rf6! Kxd7 3 Rf8, Black resigned. 2... Rxa7 3 Rf8+ leads to the same result.

This finesse is often seen in rook endgames. Its simplest form is in the following position for example: White R on a8, P on a7 and K on g1; Black K on f7 and R on a2. Black is to move, and keeps the draw with Kg7, but White, to move; will win with Rh8.

22. From a game Eisinger-Haag, Oberhausen 1961. Through very energetic play, and a bit of help from his opponent, Black has managed to convert a drawn endgame into this pretty study. (There are actual studies with similar ideas, among others a well-known composition by Emanuel Lasker). Black plays to try to force the white king onto unfavourable squares. The introduction is very straightforward:

1... Kd2 2 Rd6+ Kc2 3 Re6 Rh4+! Note the following manoeuvre, from the previously mentioned study by Lasker: 4 Kc5 Kd2 5 Rd6+ Kc3 6 Re6 Rh5+ followed by Rxh6! Of course it is not easy to win with queen against rook, but it is possible. Eisinger avoided this barren prospect with 4 Kb5 Kd3 5 Rd6+ (the threat is Rxh6) Kc3 6 Re6 Rh5+ 7 Ka4, but the king is very badly placed on the edge, 7... Kd3 8 Rd6+ Kc4! and White resigned. 9 Re6 is answered by Rxh6! (after the preceding fine play the German thought that there was no chance of the Hungarian mishandling the endgame of queen against rook) 9 Rc6+ Kd5 10 Rc1 Kd4 is just hopeless. A nice endgame.

23. (Czerniak-Balshan, 1969). Positions like this can be very difficult. Both sides have passed pawns which can cost the opponent his rook, and it is all one mad race where the loss of a tempo is fatal. Let us see how this game continued: 1... Kd3! (To b1! Not to b3, where it will not threaten a1=Q and besides is in the way of the rook).

2 Ra5 a2 3 h5 Kc2 4 h6 Kb1 5 h7 Rb8! (For once we do not have the rook behind the passed pawn. On b8 the rook shelters the black king. 5... Rh2? 6 Rb5+ Kc2 7 Kg7 is a draw straight away, and so is 5... Rg2+? 6 Kxf6 Rh2 7 Kg7). 6 Kxf6 (6 Kg7 is a long detour! Black wins easily after 6... a1=Q 7 Rxa1 Kxa1 8 h8=Q Rxh8 9 Kxh8 c5) 6... c5!! (Very nice. He avoids the draw position with queen against bishop's pawn on the seventh rank: 6... a1=Q?? 7 Rxa1 Kxa1 8 Kg7 c5 9 h8=Q Rxh8 10 Kxh8 c4 11 f4 c3 12 f5 c2 13 f6 c1=Q 14 f7 and a draw). In desperation White played 7 h8=Q Rxh8 8 Rb5+ Ka1 9 Ke5 Rc8 (There it was, the rook behind the passed pawn!) 10 White resigned. 9 Rxc5 Rf8+ 10 Ke5 Rxf3 (threatening Kb2) 11 Rb5 Rf2, followed by Rb2, would lead to the same result. White resigned, so to speak, from the race. Let us look at 7 Kg7 c4 8 h8=Q Rxh8 9 Kxh8 c3, Black wins, e.g. 10 Rb5+ Kc2 11 Ra5 Kb3.

We can now agree that 1... Kd3! with the crucial moves 5... Rb8 and 6... c5! is a sure way of winning. White, with no tempi to give away, is just too late. However let us take note that the sloppy 1... Kd4?? does not win: 2 Ra5! (the threat is c5!) a2 3 h5 Kc4 4 h6 Kb3 5 h7 Rh2 6 Ra8! c5 7 Rb8+ Kc2 8 Ra8 Kb2 9 Rb8+ draw. Or 5... Rg2+ 6 Kxf6 Rh2 7 Kg7 c5 and now not 8 Ra8? c4 9 Rb8+ Kc2 10 Ra8 Kb1 11 Rb8+ Ka1 12 Rc8 c3! 13 Rxc3 Kb2, but simply 8 h8=Q Rxh8 9 Kxh8 c4 10 f4 c3 11 Rxa2! Kxa2 12 f5 and that secures the draw with the pawn on f7.

An useful endgame to study carefully. It contains a lot of finesses which occur time and time again. Notice a move like 6 Ra8! in the variation with 1... Kd4. The rook must be some distance from the king. (6 Rb5+ Ka4 7 Rb8! accomplishes the same thing).

24. (Estrin-Karasev, 1968). A miraculous rescue or a gross mistreatment, depending on which side one looks from. Only a draw inspite of these connected passed pawns! Had this been correspondence chess it never would have happened. (Estrin won the world correspondence chess championship in 1975). However what followed was 1 Rc4+ Kf5 2 Kxh3?? Rg6! 3 Rc1 Kf4! 4 Kh2 Rh6+ 5 Kg1 Rg6+! 6 Kf1 Rh6 7 Kg1 Rg6+ 8 Kf1 Rh6 9 Rc3 Rh1+ 10 Kf2 Rh2+ 11 Ke1 Rh1+ draw! White played carelessly and overlooked the move Rg6! which suddenly provided a strong threat, firstly f2; Rc1 Rg1. Had White played 2... Kg3! Black would not have had much left, e.g. 2... Rg6+ 3 Kxf3 h2 4 Rh4. The black threats are parried easily, and on the queen's wing the pawns are waiting for the starting signal.

White could also have played 1 c6 Re2+ 2 Rxe2 fxe2 3 c7 e1=Q 4 c8=Q+, e.g. 4... Kg5 5 Qxh3! or 4... Kf4 5 Qc4+ followed by Kxh3. That wins, but the rook endgame is a much quicker win.

25. (Tseshkovsky-Sznapik, Sochi 1974). Naturally White stands by far the better. What a rook position. But the black position is not quite smashed yet. 1 Kf3 Ke7 2 Ke4 to be followed by f5 is a bad plan, because then Black wiII play 2... f5+ possibly followed by g5, and that will bring fine possibilities of shop-shutting.

White won after four moves: 1 h4 Ke7 2 h5 gxh5+ 3 Kxh5 f6 4 Kg6! Black resigned because of 4... fxe5+ 5 Rxe6+ Kxe6 6 f5+ Ke7 7 Kg7.

With h4 White attacks the black pawns and creates break in squares for his king. Apart from this Black is nearly in zugzwang. 1... Re7 2 h5 costs a pawn at once. After 1... h5+ 2 Kg5 Re7 3 Kf6 Rc7 4 f5 the pawn on h5 will soon fall, but 4 e6! is even clearer, e.g. 4... Re7 5 c4!! with zugzwang (5... Rc7 6 Rd7!).

Of course one must also look at the rook exchanges, e.g. 1... Rxd6 2 cxd6 Kd7 3 f5 c5 4 e6+! or 1... Ke7 2 h5 Rxd6 3 cxd6+ Ke6 4 c4 c5 5 Kg3 Kd7 6 Kf3 Ke6 7 Kg4 Kd7 8 hxg6 fxg6 9 f5 with an easy win (there are other ways too).

One of the reasons why White wins the pawn endgame is that in many variations the a5 pawn restrains two black pawns. Black cannot get to b5 or b6, and the far advanced white pawns settle the matter before he can queen on a1.

After 1... h5+ 2 Kg5 Ke7 White wins by 3 Rxe6+ Kxe6 4 c4! Ke7 5 f5, but more cleverly by 3 c4!!, again zugzwang.

26. (Moldoyarov-Samochanov, USSR 1974). 1 Rxa5?? Kg3 and Black cannot lose. But look at the black king's position. 1 Rg6! a4 2 Ke3 a3 3 Kf4 a2 4 Rg3 Be6 5 Rh3+! Bxh3 6 g3 mate! 1... Be2 2 Ke3 Bg4 3 Kf4 a4 4 Rd6, threatening Rd3, is no better.

Races like this between a mating attack and a passed pawn must, of course, be calculated accurately. But one must get used to looking for mating attacks in the endgame also.

27. (Mukhin-Makarychev, USSR 1975). After a hard fight the white king has escaped to safety. But what next? The queens have just been exchanged on b6 and the foremost b-pawn is not easy to hold – 1 Rc1 Be4! White took care of it with this pretty counter-attack: 1 Ke7!! (threatening Rc8+ and Rb8)

b2 2 Rc8+ Kh7 3 Kf7 b1=Q 4 Rg8 and perpetual check! 3... Bf3 4 Rg8 Bh5+ 5 Kf8 does not give the black king room to breathe either.

28. 1 Ra2! Draw! (Forintos-Larsen, Monaco 1967). White has a perpetual attack on the bishop, e.g. 1... Bd6 2 Ra6 or 1... Bc7 2 Rc2. Black cannot play 1... g3?? because of 2 Rg2! 1 b8=Q? would lose, the four connected pawns being too strong.

29. Normally Black would win with material like this, but the position is not normal. White combines the idea from the previous example, perpetual attack by the rook on the bishop, with the old chestnut, rook 's pawn and bishop of wrong colour. 1 Rd5! Bf6 2 Rxf5 gxf5 3 Kf4 draw! (Parr-Farrand, England 1971) 1... Bc7 would have been answered by 2 Rd7 Ba5 3 Rd5 (or 2... Bb6 3 Rd6 and Rxg6). 1... Bh2 2 Rd2 changes nothing.

30. (Botvinnik-Tal, 8th match game 1960). The problem is the order of the moves. 41 b7?? Rb3 42 Nf7+ Kh7!! 43 Nd8 a5 44 d6 a4 45 d7 a3 wins for Black. However Botvinnik sealed 41 Nf7+!, and Tal did not continue to play the adjourned game. For example, 41... Kh7 42 d6!, or 41... Kg7 42 b7 Rb3 43 Nd8 a5 44 d6 a4 45 d7 a3 46 Ne6+! (41... Kg8 is no better as d8=Q with check). Or 43... Kf8 44 h5 Ke8 45 h6!

31. (Pape-Roth, Germany 1924). A pearl. One might think that this is a composed study, but it actually occurred in practical play. Instead of resigning White played 1 d6 1 exd6 2 Kd3! Bxg3 3 a5 d5 4 a6 Bb8 5 a7 Bxa7. Stalemate. Bravo!

32. (Vitasek-Sidlo, correspondence 1973). 1 Bxg4! Black resigned. After 1... hxg4 2 d7 Ke7 3 h5 the rest is easy. 1... Bf1 is just as hopeless, e.g. 2 Be2 or 2 d7 Ke7 3 Be6 followed by g4. Was the h-pawn the wrong rook 's pawn?

33. (Braun-Postulka, correspondence 1968). At first glance it is not easy to see how White can take advantage of the extra pawn. On the king's wing his pawns are on the wrong coloured squares, and what is the b-pawn really worth? White played 1 b4 1 axb3 2 Bc4+ Kc5 3 Kd2, Black resigned! His bishop is trapped. 3... Bb1 is answered by Bxb3 followed by Bc4 and Kc1. Or 3... Kb6 4 Kc1 Ka5 5 Kb2 Ka4 6 Bd5, zugzwang. Or 3... f3 4 Kc1 b2+ 5 Kxb2 Bxc4 6 dxc4 Kxc4 7 Kc2 with an easy win because of the remote passed pawn (14 h4 is very good too).

The position was changed completely by 1 b4. Had Black not captured, in the first place White would have made a strong passed pawn out of his extra pawn, and secondly the black bishop was blocked anyway. Against 1... Bb3 2 Bc4+ will win, but if one cannot be bothered with that one just plays 2 Bb5 with a new zugzwang, e.g. 2... Kd6 3 Bc4.

34. (Popp-Schubirch, correspondence 1972). With two pawns extra White ought to win, but how? The strength of 1 f3! is that the black bishop is deprived of the square e4: 1... Bd3 2 b5! axb5 3 a6 Bc4 4 Bc6! and the a-pawn is away. With that Black is in zugzwang. The game ended: 1... Kd4 2 f4 gxf4+ 3 Kxf4 Kc3 4 b5 axb5 5 a6 b4 6 a7 Bd5 8 Bf7! resigns. The b-pawn got the go-ahead, 4 g5 Kxb4 5 g6 would also win, e.g. 5... Kxa5 6 Bf7 Bd3 7 g7 Bh7 8 Kg5 and Kh6, a characteristic turn for the knight's pawn. The one diagonal is very short (g8-h7).

35. (Verstraeten-Biyiasas, Skopje 1972). Very simple: 1... a4! 2 Kf1 Bd5 3 Bc2 b4 4 cxb4 cxb4 5 axb4 a3 6 Bb1 a2 7 Bxa2 Bxa2 with an easy win. White resigned after 8 Ke2 Kf8 9 Kd3 Ke7 10 Kd4 Kd6. The heading could be: queen's side majority. Here this majority comes into its own, but in positions with more pieces, the pawns will not be able to walk through like that, and White's pawn majority in

the centre can be very important. In openings where one player aims at the pawn majority on the queen's wing, one can say as the main rule that his opponent must not be too keen to exchange pieces.

36. (Paoli-Liebert, Debrecen 1968). Nearly shop-shutting! An idea for White could be B-d4-e3 and K-e2-f3 along with g4, in order to free the square e4 for the king, but the black king follows (to e5). It is also irritating that g5 is under constant attack. Yes, but g5 is strong too! Just because it is so far ahead it can have decisive influence if the white king breaks through to g6.

But we are off the point now. There is a clever gain of territory in the position: 1 c5! After 1... Kxc5 2 Bd4+ Kc6 3 Bxb6 Kxb6 4 Kd4 White wins straight away, and after 1... Bxc5 2 Bxa5 Be7 3 Bd2 Kd5 4 a5 the a-pawn forces the black king far away. The game continued 1... Bc7 2 Kc4 Bd8 3 Bf6 Bc7 4 Bc3 Bd8 5 Bd2 Bc7 6 Kd4 Bd8 7 Bf4 Be7 8 Ke5 Kxc5 9 Ke6 Bd8 10 Kd7 (10 Kf7 wins also, but catching the bishop is more fun) Bxg5 11 Bxg5 Kb4 12 Ke6 resigns.

Cleverly played. As this is a real game and not a study it is hardly surprising that there is another solution. White could start with 1 Bd2 in order to answer Bc7 o r Bd8 with 2 Kd4, and 1... Kd6 with 2 c5+ Bxc5 3 Bxa5 Kd5 4 Bd8 followed by a5.

37. (Polugayevsky-Mecking, Mar del Plata 1971). Theme: the bad bishop. All of Black's pawns are on wrong coloured squares. The main rule in endgames like this is that if you have three weak points then you are lost. Here there at least three, for we count the d -pawn as a weak point and it is only fair to count the other two pawn groups as one weak point each.

Sometimes you win by zugzwang, but here the B on f7 has less space to move than the B on e4, therefore it is impossible for White to force the position in the diagram as long as Black is to move. However: 1 f5! kills him. After 1... gxf5 2 Bxh5 the passed pawn on the h-file is very dangerous. This happened in the game: 1... Bxf5 2 Bxd5 Bc8 3 e4, and now the black bishop is obviously pacified, the king has to move. 3... Ke7 4 Ke5. With good reason Black did something desperate now: 4... g5 5 hxg5 h4. White can win with 6 Kf4, but he found the quickest solution: 6 g6! h3 7 g7 h2 8 g8=Q h1=Q 9 Qf7+ Kd8 10 Qf8+ resigns, because of 10...Kc7 11 Qd6 mate, and 10... Kd7 11 Be6+.

38. (Klimenok-Kabanov, USSR 1969). After 1 fxg5? Ke5 White cannot get through, e.g. 2 h6 gxh6 3 gxh6 Kf6 4 h7 Kg7 and White can win the bishop for the e-pawn, but the black king in the corner is laughing at the rook's pawn and wrong-coloured bishop. It is most important to keep the black king away from that corner: 1 Kg4!! Be7 2 Kf5! gxf4 3 Kxf4. Strangely enough this position is won. After 3... Bf6 4 Kf5 the threat is h6. The game continued 3... Kc5 4 Kf5 Kd6 5 Kg6 Bf8 6 Kh7 and Black resigned. After 6... Ke7 7 Kg8 comes the diabolical zugzwang, 7... g5 8 hxg6 Bh6 9 Kh7. In the position after Kh7 it is not important who has the move. If White is to move he will win with Kh8.

39. (Galvo-D.Byrne, Mallorca 1967). First a bit of zugzwang as it is irritating that the black king threatens a5: 1 Bd1! Kc5 2 Ka7 Kb5 3 a6 Ka5. Now comes the point! 4 b8=Q! Bxb8+ 5 Kb7 and wins! After 5... Kb5 Bg4 Black resigned. He realised that the diagonal b8-a7 was too short, and that Ka5 would be answered by Be2. He could sacrifice first one pawn and then the other, but White could repeat the zugzwang as often as he liked (Black pawns can be added on h6 and f4 and White still wins).

In the team tournament at Menorca, 1974, Hamann did not see this stratagem. He had Black and it was the g-pawn to be sacrificed, but anyway. He reached out his hand for a draw. The opponent took

it with a quiet smile. His name was Calvo! I showed Hamann the winning idea at once, and then the Swedish team captain, Hildebrand, came over and said 'I made a study of that idea many years ago!'

(Hildebrand's study, published in 1955, was a little different though: Ka8, Ba4 Pa5 – Kc8, Bh8, Pe7, Pe6. White wins by 1 Bd7+ Kc7 2 Bxe6 Kc6 3 Bd7+ 1 Kc7 4 Bb5 Kc8 (or 4... e5 5 Ba6 e4 6 Bb7 e3 7 Ba6) 5 Ba6+ Kc7 6 Bb7 e5 7 Ba6 e4 8 Bb7 e3 9 Ba6 e2 10 Bxc2 Kc8 11 Ba6+ Kc7 12 Bb7 and wins).

40. (Botvinnik-Robatsch, Varna 1962). A drawing position. However, not a dead draw. Robatsch forgot to take care of the problem of the bishop diagonal which is too short. After 1... Kg4?? 2 Nb7!! Kf5 3 Kxd5 Bb6 4 Kc6 Ba7 5 Nd6+ Ke6 6 Nc8 he resigned because 6... Bf2 is answered by 7 a5 followed by Nb6. Before he brought the king any nearer, Black should have played 1... Ba5!, and then he would have had his draw. The diagonal a5-d8 was too short.

41. (Peev-Dvoretsky, Sofia 1975). There followed 1 Na5?? Bc8 2 Nc4 h3 3 Ne5 Kg2! and Black won. Neither 4 Nf3 Bb7 nor 4 Ng4 Kg3 5 Nf2 h2 6 Nh1+ Kg2 7 Nf2 Ba6 could save White.

Even if White can see that Na5 will lose, he still ought to find the safe draw: 1 Nd8! Bc8 2 Ne6! h3 3 Ng5 h2 4 Nf3+ and Nxh2. We can see why the knight must get to d8; 1 Nc5? would be refuted by Bc6 and the bishop makes the check on f3 impossible.

Look at the position a little earlier: move the knight to f5, the bishop to c6, the black king to h3 – and add a white pawn on h2 and a black pawn on b7. Then 49... Bd7 50 Nd6 Kxh2 51 Nxb7 Kg1 leads to the diagrammed position. The knight could just manage to reach from h4 to b7, but the example still illustrates the bishop's superiority in positions where there is play on both wings.

42. (Liberzon-Mititelu, Luhacovice 1971). 1 b5!! Black resigned. Bxb7 is threatened and this would still follow 1... axb5.

It is impossible for a black knight on b7 to stop a white pawn on a6 unless it can move with check. That is something one should know.

43. (Ankerst-Bajovic, Vukovar 1966). 1... Kg8!! zugzwang; e.g. 2 Kd1 a3 3 Bxa3 Nxa3 4 Ke2 Nc4. Or, symmetrically, 2 Kb1 e3. In the game 2 Bf4 e3 3 Kd3 a3 followed and White resigned (1... Kh8 wins in the same way, but it is a good habit to stay away from squares of the same colour as the bishop).

1... a3?? 2 Kb3 e3 3 Bxe3 would clearly only draw.

44. (Kaldor-Kagan, Israel 1974). White cannot wait as Black is threatening to bring his king nearer. (If the black king in the diagram were on g7 then White might as well resign). 1 Kg3 clearly fails to d3 or a2, 1 Ke5 to d3. However White plays first 1 Bb3!!, an instructive move: the bishop is positioned to keep an eye on both passed pawns. The idea emerges in the variation 1... Kg7 2 Ke5! d3 3 Kd4 d2?? 4 Kxc3.

The game was drawn after 1 Bb3!! Kg7 2 Ke5 Nb5 3 Ke4! Kf6 4 f4 Kg6 5 Kd3 Kf5 6 Kc4. After 6... Kxf4 7 Kxb5 d3 8 Kb4 White will just manage. Note that 3 Kd5?? will lose because of d3.

45. (Flesch-Farago, Hungary 1973). Black threatens mate!! Namely 1... Kg1!! 2 g4 Ng3 3 Bxg6 Nh1! The game went 2 Bxf5 gxf5 3 g3 Kf2! 4 g4 fxg4+ 5 fxg4 Ke2 White resigned. Black will queen first and, note, with check.

46. (Estrin-Stoyanov, Bulgaria 1969). White must play 1 d7! Not because it wins – it will not with good counterplay – but because he is in danger of losing! c4 and h5 are fixed on the colour of his

bishop, and in a moment the black king will be coming out to size up the d-pawn. The black knight keeps the white king out, but it will not do after 1 d7! Nxd7 2 Ke4. His majesty would specially like to go to g7.

White actually won in great style: 2... Kb7 3 Kd5 Kc7 4 Bf7 e4 5 Kxe4 Kd6 6 Kf5 Ke7 7 Bd5 Nb6 8 Bg8 Nd7 (8... Kf8 9 Be6 Ke7 10 Ke5 Na4 11 Bc8) 9 Kg6 Kf8 10 Be6 Nb6 11 Kf5 Ke7 12 Ke5 Na8 13 Bc8 a5 14 Ba6 Nc7 (14... Nb6 15 Bb5 with zugzwang) 15 Bb7 Kd7 16 Bf3 Ke7 17 Bc6! Ne6 18 Kd5 Nf4+ 19 Kxc5 Nxh5 20 Kb6 Kd8 21 Kxa5 Kc7 22 Kb5 Nf4 23 c5 Nd3 24 a4 Ne5 25 Be4 h5 26 a5 h4 27 a6 Kb8 28 c6 Black resigns (29 c7+ Kxc7 30 a7 is threatened).

In connection with the active king the white bishop was not bad at all. Even so Black ought not to let himself be forced into such a passive position. The most interesting defensive possibility was 2... Kb6! 3 Kd5 Ka5 4 Ke6 Ka4!? The black a-pawn becomes very strong. This possibly leads to a draw, but the analysis is too extensive and complicated to be included here.

47. (Vesey-Antos, Czechoslovakia 1969). White would not like to stalemate Black! Something on the lines of 1 Nd5? a4 2 Nc3 a3 3 Kf7 Kh7 4 g6+ Kh8. The black king is enjoying himself in the corner, but as White charges towards a3, he comes out and snatches g6.

White played 1 Kf7!! a4 2 Ng6+ Kh7 3 Ne5 a3 4 g6+ Kh6 (4... Kh8 5 Kf8) 5 Ng4+ Kg5 6 Ne3 a2 7 Nc2 Black resigned. After 7... Kh6 8 Na1 he is finished.

A neat manoeuvre which forced the black king out of the corner with the threat of mate on f7. The fact that the check on g4 wins a tempo for a knight en route from e5 to a1, well, that only proves that the knight is a strange chap.

48. (Paoli-Kovacs, Hungary 1971). White's men are well placed, but all the same Black manages to advance. 1... Ke3! 2 Nf3 (2 Kh3 f3 threatening f2 already) h3 3 Nh2 Kf2 4 Kxh3 (4 Nf3 Nh4!!) Ne3! 5 Kh4 Kg2 6 Kg5 Kg3! White resigned. A nice sequence of moves where, in a way, Black's moves were as forced as White's.

49. (Bisguier-Fischer, New York 1967). 1... Be8!! zugzwang. White cannot move his king, he has no pawn moves, and 2 Ne2 loses to 2... Nd3+! (After 3 Bxd3 cxd3 the situation is analogous to the previously mentioned example in that a knight on b7 cannot stop a pawn on a6. The pawn on c3 is blocking a square for the knight).

Bd1 allows Nd3+; so the only move left is Bb1. But now the black knight enters: 2 Bb1 Na4 3 Ne2 Nb2 4 Nd4 (again: 4 Bc2 Nd3+!) Nd1 5 Ne2 Nf2 6 Ke3 Nh3 7 Nf4+ Kxg5 8 Ng2 f6. Black has won a pawn and the solid position is loosening up. 9 Kd4 can be answered by Nf2 or Ng1, White cannot spare the pawn on g3.

Let us look at the rest of the game to see an unsuccessful example of shop-shutting in a bishop endgame: 9 exf6 Kxf6 10 Nh4 e5 11 Bc2 Bd7 12 Bb1 Ng5 13 Bc2 Nf7 14 Bb1 Nh8 15 Bc2 Ng6 16 Nxg6 Kxg6 17 Kf2 Kg5 18 Kg2 h4 19 Kh2 h3! 20 Kg1 Kf6 21 Kh2 Ke7 22 Kg1 Kd6 23 Kf2 Kc5 24 Kg1 Kb6 25 Kh1 Ka5 26 Kg1 Bc6 27 Kh1 Bb7 28 Kg1 Bxe4! 29 Bxe4 Ka4 30 Bf5 Kb3! 31 Bxg4 e4 32 Bxh3 Kxc3 33 g4 Kd2. White resigned.

50. (Andreyev-Begun. USSR 1974). There is probably a hard-earned victory with 1... Bxc3 2 bxc3 a3, but there is no need to analyse this continuation! What is important is to recognize a pawn breakthrough, even if a couple of the pawns are unusually large ones. Thus: 1... e2+ 2 Kd2 a3!! 3

Bxb4 e1=Q+ 4 Kxe1 axb2. Here White resigned. The position is lost, but it is possible to fight a little longer after 5 Kxf1 b1=Q+ 6 Be1.

51. (Kures-Portisch, Moscow 1967). A very clever shop-shutting trick. 1... Nxb2? 2 Nxb2 Bxb2 3 Kd2! Bxa3 4 Kc2 leads to a draw: g5 is answered by g3, Kc5 by Na6+, and Ka5 by Nc6+. 1... Bxb2 2 Nxb2 Nxb2 3 Kd2 also leads to a draw. Black cannot be satisfied by this as he has got the more space and the more active pieces. He can return to threaten b2 later. Portisch did just that: 1... Nc5! 2 Kf3 g5 (as g3 is impossible because of g4+ followed by capture on e4, the possibility of blockading the king's wing disappears with this) 3 hxg5 Bxg5 4 Na2 (4 Ne3? Nb3! 5 Nf1 Bc1!) Ke6 5 Nf2 Kf6 6 Nd1 Nd3 7 g3 Kg6 8 Kg2 Bd2 9 Kf3 Kg5 10 Ke2 Be1 11 Kf3 Kf6 12 Kg2 Kg6! 13 Kf3 Kg5 14 Kg2 h4 15 gxh4+ Kf4! 16 h5 Kxe4 17 h6 Nf4+ 18 Kf1 Bh4 19 Nb4 Bf6 20 Ke1 Kf3! 21 h7 Bg7 22 Nc2 Nd5 23 Kd2 Nf6 24 Ne1+ Ke4 25 Nf2+ Kf5 26 Ng2 Nxh7 27 Ne3+ Ke6 28 Ne4 Bh6 29 Ke2 Bxe3 30 Kxe3 Nf6 31 Ng5+ Kd5 32 Kf3 Nh5 33 Ne4 Nf4 34 Nf6+ Kc6 35 Ke4 Nd3 36 Ng4 Kd6 37 Nh6 Nxb2 38 Nf7+ Kc5 39 Nxe5 Nd1 40 Nd7+ Kd6 41 Nf6 Nxc3+ 42 Kd4 Nb1. White resigned.

52. (Larsen-Penrose, Mallorca 1969). 40 Bg6+! and Black packed up completely. 40... Kxg6 41 f5+ Kf7 42 fxe6+ followed by Rxb6 is certainly not playable. He resigned himself to 40... Kf8, and White's only problem is to find a breakthrough square for the king.

A rook endgame with Bxe8 and Rxb6 gets insufficient out of the position. After 41 h4! Re7 42 h5 Re6 43 Kf3 Re7 44 g5! Black resigned. 44... f5 is calmly answered by Bxf5 and back to g6, and after other moves the king can walk straight in, e.g. 44... fxg5 45 fxg5 hxg5 46 Kg4 Re6 47 Kxg5 followed by an exchange on e8 and the capture of the d5-pawn (The last moves before the position in the diagram were 37 b4-b5 b7-b6 38 a5xb6 a7xb6 39 Rc8-b8 Re7-e6). Black could have given away the b-pawn, but that was hopeless too. Note the advantage which White had from the start: there were two open files, but the c-file is the more valuable. Black did not get much pleasure from the e-file because the entry squares were controlled by White's bishop and king. In many endgames with rooks on the board it is important to occupy the file which is farthest away from the opponent's king!

The combinational twist Bg6+ does not arise out of nothing, but as the climax to Black's mounting difficulties.

53. (Lengyel-Kaufman, Los Angeles 1974). White's strong a-pawn settles the game, but do not speculate on 1 a6 Rb8 2 Ba5 followed by a7 and Bc7-b8. That might win, but you should only play like that if you cannot think of anything better. The Hungarian grandmaster found 1 Bb4!! cxb4 2 a6 Rc3 3 a7 Rc8 4 Rxb4! (again; when you find a good move, look for an even better one! 4 a8=Q wins, but it is much easier to take the pawn first) Kg7 5 Rb8 Rc1+ 6 Kg2 Ra1 7 a8=Q Rxa8 8 Rxa8 Kf6 9 f4 Bc3 10 g4 h6 11 h4 Bb4 12 Rh8, Black resigned because of 12... Kg7 13 Re8 Kf6 14 g5+.

1... Rxb4 2 Rxb4 cxb4 3 a6 b3 4 a7 b2 5 a8=Q+ would not save Black either. However we must observe that all of this is possible only because the black king is on the eighth rank.

54. (Kavalek-Bilek, Sousse 1967). 31 Rb5! Rxb5 32 cxb5 Kf8 33 b6 Bd4 34 Ba5! Ke8 35 b7 Ba7 36 Bc7 Kd7 37 b8=Q Bxb8 38 Bxb8 Kc8 39 Ba7 Kb7 40 Be3 Ka6. Black's ambition was obviously to reach the time control. Now he resigned! 31 Bh6 Rb8 32 Rb5 might also win, but not as easily. If one foresees 34 Ba5! then one knows that one has a clear win with 31 Rb5! Against 32... Bd4 one plays 33 Ba5 (Ba7, 34 Bc7).

Rb5 is one o f those moves which totally change a position. White had no passed pawns, and now suddenly he has one; where did it come from? This kind of move is often missed out of calculations.

It is quite certain that Bilek, pressed for time as usual, missed 31 Rb5 on his 26th move, when he started a clever combinational simplification which led directly to this disaster.

55. (Uhlmann-Malich, Berlin 1968). White had a winning position with a pawn majority, but after the pawn capture Rd7xd4?? he was in for a surprise: 1... Rc2xf2+! Perhaps there were still slight chances of winning with Kg1, but after 2 Kxf2 Bc5 there were no possibilities, e.g. 3 Ke3 f5! 4 g4 Ke7 5 gxf5 gxf5 6 Bd7 Kf6. The game was agreed a draw after 3 Kf3 Bxd4 4 Ke4 Bf2 5 g4 Bb6 6 Bd5 Ke7 7 Bb3 f6 8 Kd5 Kd7 9 Bc2 Ba7 (After 10 d4 Bb6 11 Bxg6 Ba7 12 Bf5+ Kc7 the shop is shut). Instead of 1 Rxd4??, 1 Bd5 Ke8 2 Rb7 Rb2 3 b6 would have won fairly easily.

56. (Paoli-Mikhalchishin, Debrecen 1968). Did you fall into the trap? Black did: 1… e4+?? 2 Nxe4+ Rxe4 3 h4+! Kxh4 4 Rxh6+ Kg5 5 Rxg6+ draw; there are no pawns left to win with.

Black should have played 1... Re3+! and after 2 Kg2 he must not play 2... e4 because of 3 Re8 Kf4 4 Rf8+ Ke5 5 Rg8, but he must quietly play 2… Ra3! far away from the white knight. The threat is 3... Ra2+ 4 Kf3 Rf2+ 5 Ke4 Rh2 and such like, Black wins. In a sense the bishop is not in top shape when all the play is carried out on one wing, but the black king is active, and the white knight is not allowed to settle on e4.

57. (Atekhine-Euwe, 2nd match game 1937). Here the bishop is very strong. One reason for this is that each side has a pawn majority. White on the king's wing, Black on the queen's wing. In cases like this the knight often finds it difficult to manage against the bishop.

In this position Black's situation was seriously weakened by the fact that his king is nowhere near the weak pawns on the king's wing. Move it to f8 and there is a fairly certain draw. White also has two isolated pawns.

As the men stand White can sacrifice the queen's wing and win by capturing the black h-pawn: 32 Bd3! h6 33 Bf5+ Kd8 34 Kg4! Ne7 (34... Nxc3 35 Kh5 Nxa4 36 Kxh6 is hopeless) 35 Bb1 Ke8 (35... Rd5 36 f5 followed by Kh5 at a favourable moment; apart from that Re6 is threatened) 36 Kh5 Kf7 37 Ba2+ Kf8 38 Kxh6 Rd2 (or 38... Nf5+ 39 Kg6 Nxg3 40 f5 followed by h5) 39 Be6 Rd3 40 g4 Rxc3 41 g5 Black resigned. Euwe did not put up much resistance, perhaps because he was in time trouble.

The most serious fault however was the move before the position in the diagram, 31... Ne7-d5?? Alekhine mentions as best 31... f5 with the idea 32 g4? fxg4+ 33 Kxg4 Rg6, it has 'sufficient counter-chances'. Yes, at least. But White would play 32 h5 followed either by g4 or by threats to f5. The move f5 certainly has its negative aspects. I reckon that 31... Ke8 is better. e.g. 32 Kg4 Kf8 33 Kh5 Nf5, here Black will manage nicely after, for instance, 34 g4 Ng7+ 35 Kh6 f5+ 36 Kxh7 fxg4 37 Re5 Rf6, the white king is moving in a minefield.

58. (Matanovic-Soos, Titovo Uzice 1966). 1 Nd5! resigns.

59. (Winter-Sultan Khan, England 1929). This mysterious Indian, who showed up in Europe in 1929 and disappeared four years later, did not know much about opening theory at first. However his endgame was very good. Just look at this: 1... Rec6! 2 Kxe2 (or 2 Rb1 Rc2+ 3 Ke1 Rf8, or 2 Re7 Rc2+ 3 Ke1 Rc1+ 4 Kf2 Rf8+ 5 Kg2 Rxg1+ 6 Kxg1 Rf1+, or 2 Rg2 Rc2+ 3 Kc1 Rc8) Rc2+ 3 Kf3 (or else Rg1 is lost) Re8!! (threatening mate in two) 4 Kf4 Re3 5 Rf1 Rg2! White resigned.

A beautiful mating attack. To give up the strong passed pawn called for exact calculation. It can also be said that the two white rooks are not cooperating in the position in the diagram.

60. (Kan-Sorokin, Leningrad 1933). Should White exchange? The answer is yes! Firstly because the knight is far more flexible than the bishop when play is limited to one half of the board. The bishop's long range does not come into its own, and it is colour-blind too. Secondly, because the queen endgame with three pawns against four on the same wing is probably tenable if played correctly. Black of course has certain chances too, sometimes people win with three against two, if the opponent helps them. However the presence of another piece creates many more possibilities for the stronger one.

A normal rook endgame with four against three on the same wing does not give any chances of winning. If each side has a bishop (not of opposite colours) then the position starts to liven up, but a draw should still result. However, a rook and a knight on each side produce big winning chances, also if the stronger side has a rook and a knight against a rook and a bishop.

The game continued like this: 44 g3? Nd6 45 Qd3 g6 46 Bg2 Nf5 47 Kh2 Kg7 48 Be4 Nd6 49 Bg2 h5 50 Kg1 (?) h4! 51 g4 g5 52 Bf3 Nb5 53 Kf1 Nd4 54 Be4 Qb5 55 Qxb5 Nxb5, Black sent his knight to f4 and his king to a1 and won.

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